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ZZAP!

C64 AMIGA



OP. THUNDERBOLT
Ocean blast their way into the 90s

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It'll scare the willies outa you!!

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Brain blending arcade action!

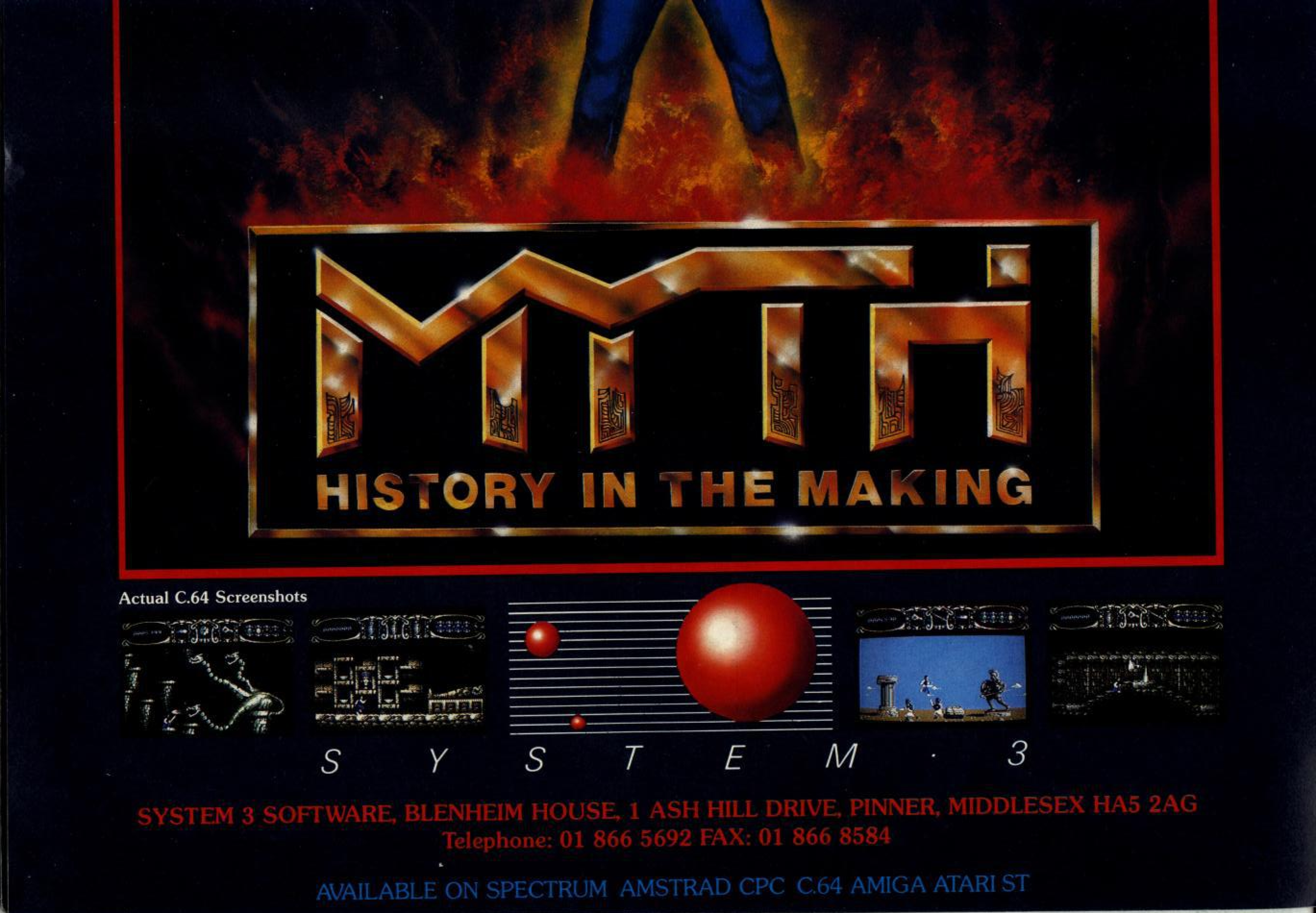
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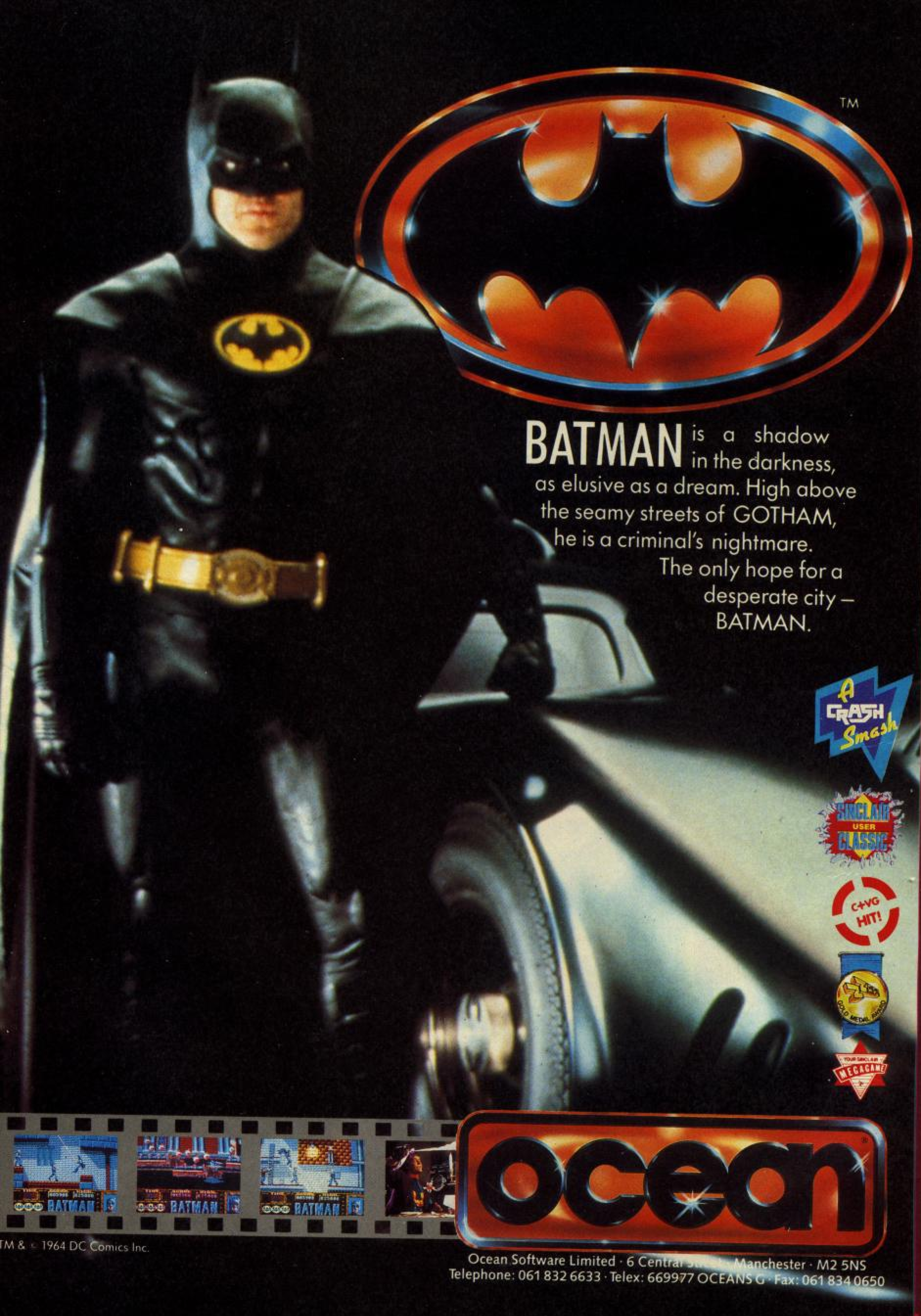
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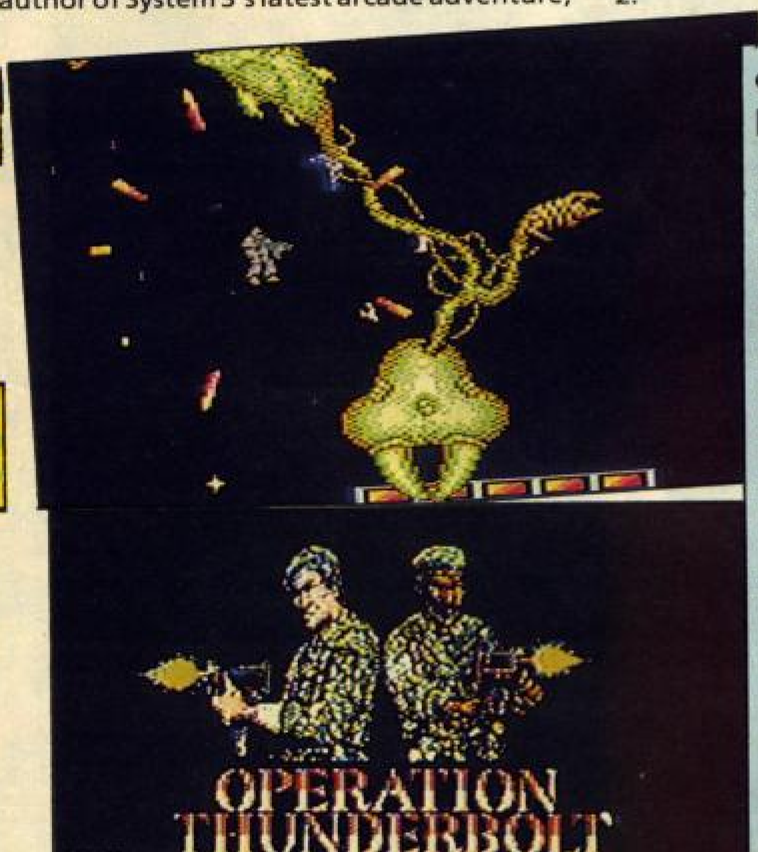
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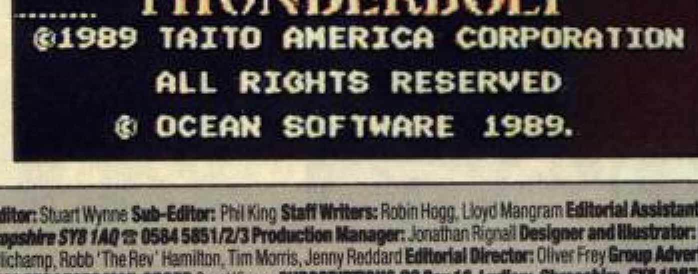
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COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION



IF GHOSTS 'N' GOBLINS SCARED YOU OUT OF YOUR MIND...
...THIS'LL SCARE YOU OUT OF YOUR SKIN!
GHOULS'N'GHOSTS™
Arthur returns! The fearless knight is back in this stunning sequel to Ghosts 'n' Goblins (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.
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Spectrum Cassette
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IAN NAYLOR
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Screen shots from Atari ST version.
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SNARE

Thalamus, C64 £9.99 cassette, £12.99 disk.

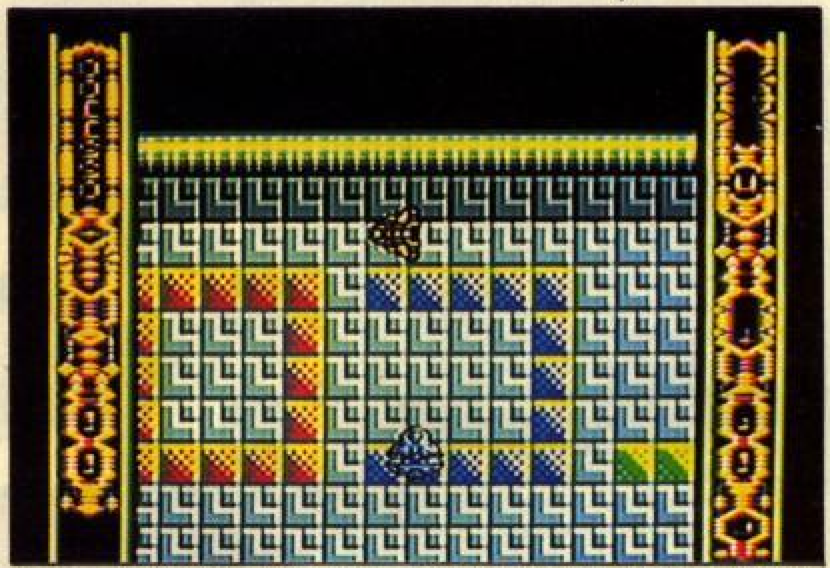
If you can't take it with you, make sure no-one else can enjoy it. That seems to be the motto of André Thelman, one of the world's richest men who passed away in 2049. During the ten years previous to his demise Thelman had built an incredible maze. Located in a 'temporal cavity' in his gardens, the maze is made up of 20 levels linked by hidden teleports. At the heart of the lethal maze Thelman has left a mystery object presumed to be incredibly valuable.

During the years since Thelman's death a great many people have tried, and failed to solve the maze. Their attempts have become a popular prime-time show filmed by overhead cameras. Each adventurer enters the maze in a hover ship armed with a plasma cannon. The ship hovers over the smoothly scrolling floor but is destroyed if it falls down the gaps. All turns are made instantaneously, snapping the screen 90° about the ship. By pressing fire and pulling back on the joystick the ship jumps, while fire and forward leaving a solid trail behind.

Your objective on each level is to find the final teleport – two linked, flashing circles. The most basic obstacle is the maze-like layout, but there's lots more besides. Scattered around the mazes are special tiles, which do everything from speeding you up, to making it impossible to turn on them.



Puzzle games? Bleugh! First impressions of this game can make you dizzy with all the screen-snapping 90° turns. But once you remember you can actually stop moving to think about things, rather than panicking at high speed, the game opens up brilliantly. The first load is a very well judged introduction to *Snare*, which thereafter shows increasingly sadistic teeth (such as not being able to stop!). Original and attractive, this is one of those games which will keep you coming back for ages. Recommended.



▲ About to zap a baddie while flying over a blue square (which keeps your speed constant).



Despite its basic simplicity *Snare* is a difficult game to play. The slightest mistake is punished mercilessly and even with the exit in sight you can easily fall into a hole or bump into a wall, sending you back to the start of the level. Things might have got a bit too frustrating if it weren't for the excellent continue option and the fact that there's no time limit. The immediate 90° turns add an original, disorientating element to the highly enjoyable play. *Snare* is easy to get into but very hard to leave alone. In fact, I'd give it a Sizzler!

Then there are switches – fly over them to turn them on/off, create new pathways, open walls, and destroy robot ships. The robots include dumb ones which take only a single shot to destroy, homing robots, indestructible robots, and ones which fly over gaps leaving trails you can fly along. Also to be watched out for are flashers: strips which flash blue/white and are deadly when showing white. The most fun, though, are mines – arranged in large fields, only the flashing ones are harmful.

More useful are bonuses, these flash five times before disappearing and can boost score, lives, and even jump you a level – but they're only activated if you complete the level you're on. To help you do this there's local teleports, which jump you around the level you're on.

As you progress in the game 'environmental' conditions can change so you might not be able to stop, jump, or even leave a trail. The twenty levels are split into five loads of four levels. If, for example, you die on level seven you only go back to the start of the load – level five – with the number of lives you had when you started the load.

amiga

No plans for an Amiga game as yet.

update

PRESENTATION 92%
Good in-game info, excellent multiload, and great cover art!

GRAPHICS 86%
Not much variety, but attractive all the same with some finely detailed ships.

SOUND 74%
Good intro music and spot FX.

HOOKABILITY 84%
A bit confusing to start with, but the first few levels soon become easy.

LASTABILITY 92%
Increasing difficulty over 20 levels means there's lots of reasons for you to rip all your hair out.

OVERALL 88%
A fascinating and extremely addictive arcade/puzzle game.

▼ Approaching the end-of-level teleport on level one.



SIZZLER

Thalamus, C64 £9.99 cassette, £12.99 disk

●Ghostbusting? Pah, let's go planetbusting!

RETROG

There's a theory that any civilization with faster-than-light space travel must be intellectually advanced and essentially peace-loving. Otherwise they'd have surely blown themselves up in a war.

Wrong. In *Retrograde* there's a competition between seven alien races, and it's not called 'Going For Gold'. Seven distinctly overweight, smelly and very nasty dictators are each trying to invade the most planets in the Thwok solar system. Already seven of the eight planets have been taken over and yours, Choom, is next.

Any reasonably intelligent being would take the next space flight out, pausing only to buy the latest copy of ZZAP! But sanity is obviously in short measure in a solar system called Thwok, and you've volunteered to take on *seven* alien invasion forces, routing the whole miserable lot of spacefaring scum.

Each of the seven planets is controlled by nerve centres buried deep underground, and protected by locked bunkers. To get in you must first find a planetbuster, these are carried by

64



► About to pay a visit to your neighbourhood store, with two blue Ara diamonds on screen.



▼ The 'Warhammer 40,000' RPG provided inspiration for the two Space Marines statues in this vertically-scrolling section.



And I thought it was going to be a pretty dull Xmas when it came to horizontal scroller shoot-'em-ups!! This rather quiet release, programmed by some virtual unknowns, very nearly equals my all-time fave blast *Armalyte* for sheer brilliance. In terms of all-out slaughter *Retrograde* is light-years better and meaner, with more weapons than you could possibly cope with along with thousands of aliens to take out. I love the idea of having to sell off weapons (at a fraction of their cost) in order to make available space to install better weapons – bang goes any hopes of buying every single weapon going and romping through the game! you need to use some of the old grey matter to try and get through this baby (along with a *very* sturdy autofire joystick).



GRADE



In itself the above-planet action would make for a pretty damn good blast but Transmission Software have added brilliant, underground downward-scrolling sections and some of the hardest mother aliens you'll ever want to tackle to make one brilliant shoot-'em-up. The challenging, but supremely enjoyable gameplay, is perfectly complemented by some superb and amazingly varied graphics and excellent tunes. Even the disk multi-load is extremely rapid (although my aching trigger finger could have done with a longer rest between levels!). *Retrograde* is a classic 64 shoot-'em-up – don't miss it.

aliens walking on the planet surface. Once you get one of these you have to get it primed at the last bastion of native resistance – the corner shop. Needless to say they're not going to do it for free, so you need lots of cash.

Fortunately, when you destroy members of the alien defence forces they usually deposit crystals easily converted into ARA – the local currency. Once you prime the planetbuster all you have to do is find the opened bunker and drop down. The game then switches to vertically-scrolling mode, but all your add-on hardware is checked on entry leaving you with just a powerfist to punch the baddies. Make your way down to the bottom of the nerve centre and defeat the last alien to blow up the base. Destroy all the nerve centres and the level is complete.

Getting to the next planet is no picnic however, as a swift bit of multi-loading calls into action a massive monster. During this part of the game you are fixed at the centre of the screen, with controls scrolling the massive alien around you.

To stand a chance against these hideous creatures you'll need to be fully loaded up with weapons from the shop. The biggest range of weapons are in the Flying Weapons section. Weapons can fire from *sixteen* points around the player, and you can install weapons on all of these clip-on points. But there's only nine power points to supply energy.

There are twelve different types of weapon, most of which can be upgraded many times. Sadly, the planets only have a limited range of weapons so to get the better weapons you have to get onto the higher levels.

Also of limited availability are powerfist upgrades which improve your punching power for the vertically scrolling nerve centre sections. All the weapons and upgrades can be sold off, for a fraction of their cost, if you want to install a different weapon.

There are seven completely different planets, each a separate load, complete with separate high-scores which are totalled up when you die. Losing all your lives sends you straight back to the start of the game – no continue plays – but extra lives are picked up every 20,000 points and power-ups can be collected to restore your energy.

A bigger and more dramatic range of weapons has yet to be seen, many of the twelve basic weapons change their looks (as well as their effectiveness) quite dramatically as they upgrade, making for some truly awesome mega-blasting. The nerve centre and end-of-level monsters add variety to the basic shoot-'em-up action which, combined with all the levels, results in an incredible value-for-money package. This is one of those games, increasingly rare these days, written specifically for the C64 and it shows! All in all, a great start to the Nineties for Thalamus.



▲ You've one minute and 34 seconds to destroy this heavily armed monster spaceship.

amiga

An Amiga game is under consideration.

update

PRESENTATION 94%
Great loading screen, option to listen to some of the tunes, great shop screens, high score table, and fab Oli cover art!

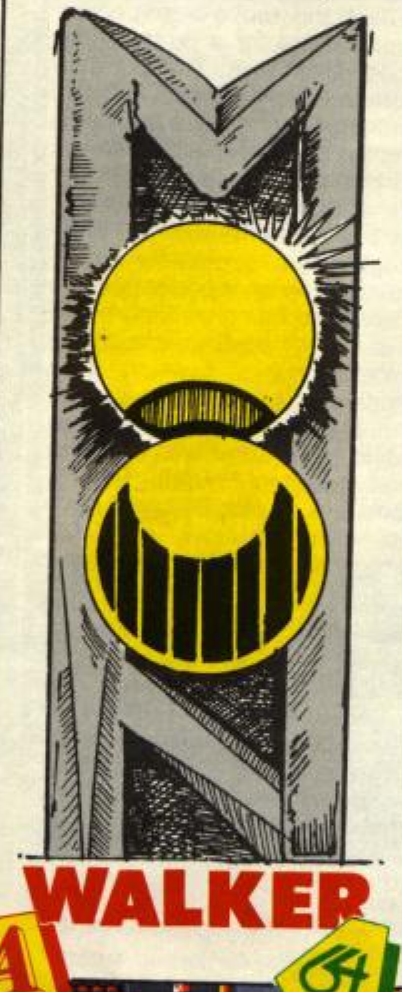
GRAPHICS 95%
Good above-ground aliens, great underground and end-of-level sections, brilliant variety, and superlative weapons.

SOUND 95%
Different tunes for the high score, new levels, situations – and all pretty brill.

HOOKABILITY 94%
Immediately addictive, starts off simple but different stages add variety.

LASTABILITY 95%
Seven huge levels and daunting end-of-level monsters add up to a massive challenge.

OVERALL 94%
An utterly awesome shoot-'em-up.



US Gold, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

America, 'land of the free, home of the weird' as the Statue of Liberty says at one point in the movie. Possibly the world's weirdest rock star starts his adventure in The Studios, the scene of the Speed Demon video where Michael is pursued by a mob of Claymation fans. To escape he must disguise himself as a rabbit and roar off on a motorbike. The Studios are represented by an overhead view of a smoothly scrolling maze infested with such Jackson fans as the Granny, Cowboy, and Biff brothers. There are seven pieces of the suit to be found, from shoes to rabbit head, which must be collected in the correct order. A camera, microphone, spotlight, and key are also to be picked up and Michael must run over any packets of drugs he finds. If a fan catches him, Michael must give away one of his silver discs – which are also lost if Michael is shot (!).

The next level is The City, where the rabbit-disguised Jackson zooms about trying to avoid fans and Mr Big's armed henchmen. Michael must find ten orbs to transform into the fabulous Stratos rocket car which can smash through roadblocks. Despite our hero being 'very anti-violence' you must run over the henchmen, turning them into an ugly red stain on the pavement. Once the last orb has been collected Michael turns into the car, with a limited amount of time to smash through the roadblock. This level is repeated four times, with different mazes and vehicles.

Club 30s is where Jacko must shoot a set number of villains dotted around the horizontally scrolling night club, while dodging the bullets and collecting ammunition. At the end of this level one of Michael's friends is captured leading him to . . .

. . . The Arena. Now Mr 'anti-violence' starts massacring people by the dozen. After transforming into a robot Michael revolves around in the arena, moving a cursor to aim his guns. While blasting the henchmen as they appear Michael must watch out for a plasma cannon which pokes its massive nose in from time to time.



It's very strange how the press release for *Moonwalker* mentions the non-violence aspect of the game and immediately contradicts itself with guards getting squashed by mad rabbits on motorbikes and mass carnage on the later levels! The first level isn't a unique concept, that's for sure, and is immediately followed up by yet more of the same – total overkill which (while playable) quickly begins to try your patience. Later levels are better, but they're too late to fully make up for the early stages.

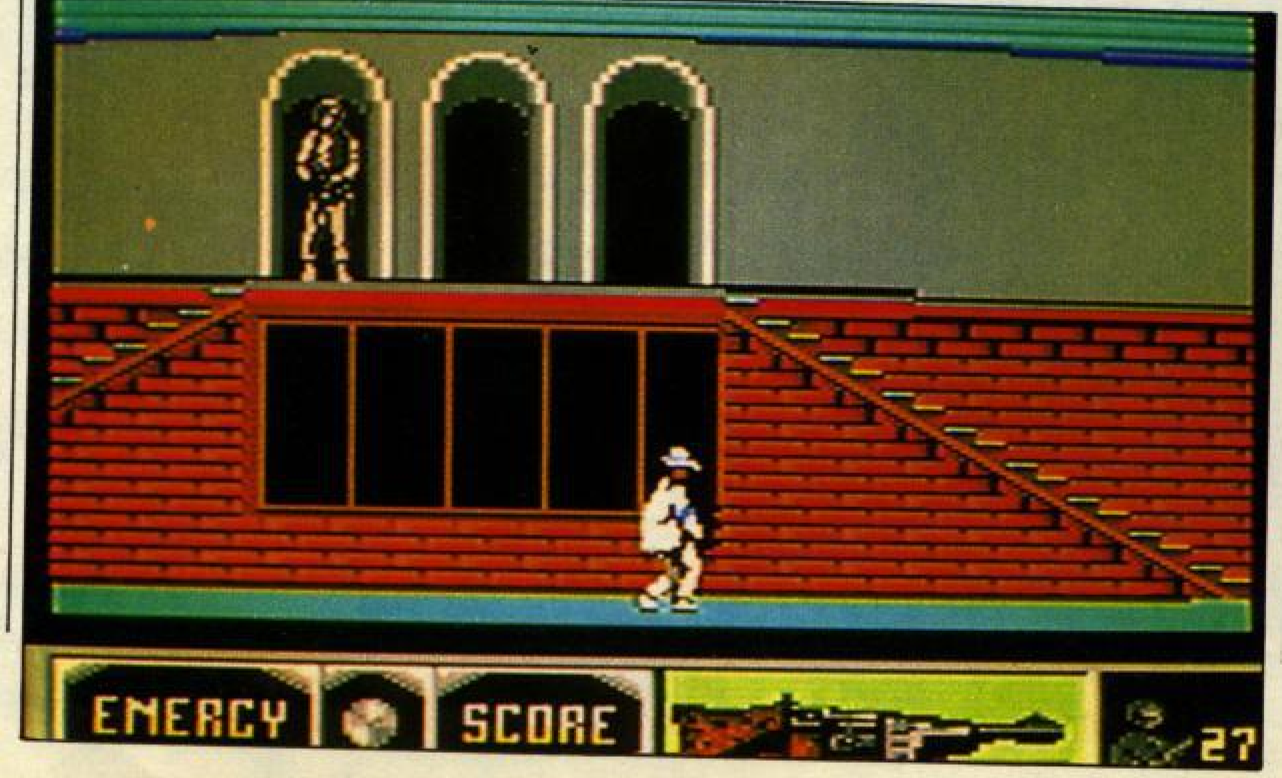


Both versions of this are quite slickly presented, the Amiga having some neat intro sequences and the C64 replicating Amiga gameplay and in-game graphics very well indeed. The final two loads are both above-average shoot-'em-ups which are good fun. The first maze level isn't bad either, but the similar four-maze level two is irritating – especially as it's pretty difficult. The C64 version is further handicapped by being four lengthy loads with no continue-play option. But generally, these are two professionally done programmes based on a difficult subject.



▲ A gangster takes aim at the 'anti-violence' rockstar in Club 30s. (C64)

▼ There's the ignition key, but none of the rabbit suit has been found yet. (Amiga)



64

PRESENTATION 64%
Very good intro sequence, nice inter-level loading screens, but very lengthy multiload.

GRAPHICS 73%
Dull mazes, but nice Club 30s scene, and very good Arena battle.

SOUND 62%
Some mediocre renditions of the 'Bad' tunes.

HOOKABILITY 54%
Ancient maze-game format off-putting and repetitive, persistence allows progress.

LASTABILITY 65%
Quite a challenge, with rewarding final levels.

OVERALL 60%
Better than the movie!

amiga

PRESENTATION 80%
Good start-up and inter-level sequences.

GRAPHICS 61%
Mediocre maze-sections, average shoot-'em-up sections.

SOUND 72%
Good use of short samples to recreate songs, with good FX too.

HOOKABILITY 61%
Maze-games off-putting, but slightly easier and hence more playable than the C64.

LASTABILITY 60%
Later levels less impressive than C64, but still quite playable.

OVERALL 61%
Acceptable yesteryear gameplay for Jacko fans.

You've played the game

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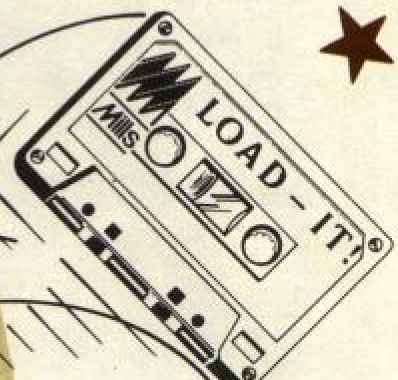
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ZZ



▲ Forget Glasnost, massacre everyone in the bunker – including the Russian Advisor – and rescue the hostages. (C64)

It's great to see the two-player option working well on both versions. Like in the arcades, some real off-screen fights can start when one player nicks the other player's extra ammunition, laser sight, or much needed extra energy! If both of you keep firing at a crate item it can quickly develop into a ridiculous game of ping-pong as the equipment gets bounced back and forth across the screen!

On the graphics front it's all extremely attractive with good horizontal scrolling, manic blasting of the most violent kind and some good 3-D scenes. If you like your violence on the major scale then this is the one for you (and another blood-thirsty friend!).



operation Thunderbolt

ZZAP! GOLD MEDAL AWARD

64 A

Ocean, C64 Cassette £9.99, Disk £14.99; Amiga £24.99

●Violence is golden as the sequel to *Operation Wolf* explodes onto the Commodore machines.

It's been a long time since Roy Adams last saw combat. Now another crisis has erupted, placing the fate of hundreds of innocent civilians in the balance.

A DC-10 has been hijacked by Arab terrorists and diverted to Kalubya, North Africa. The terrorist demands are predictable, their threats ruthless. Unless 23 of their terrorist comrades are released within ten hours, the passengers will be slaughtered one by one.

Roy Adams is called in and, due to a massive increase in military spending, is accompanied by another 'use-bullets-like-water' comrade – Hardy Jones.

Operation Thunderbolt starts off with the two heroes walking down main road into the country to face an endless onslaught of Arab terrorists in this move-into-the-screen, 3-D stage. These quite happily blast away and throw grenades at the would-be rescuers, draining energy with each hit.

A round or three sends the bad guys on their way to Allah, better still a well-placed rocket does wonders when things get busy. But it's best to save the rockets for such minor inconveniences as MiG-25 supersonic jets and a JetRanger with troops shooting a heavy machine gun out of the doors.

Our heroes have their own mighty resources to call on though – crates dropped from supply aircraft can be blasted to collect a variety of items to help in the battles. Besides all-important ammo there's a laser sight, arguably the important add-on as it puts a red sight on screen for either Roy or Hardy to use for more accurate fire (only one laser sight available, sadly). Also useful is body armour (reducing any damage taken by half), power drink (restoring lost energy) and the rarely found first aid kit which is even better at healing wounds. More often than not your so called 'friend' may try to pinch a falling item off you by shooting it before it goes off the screen, so shoot it again to get it back the other way!

Make it through the onslaught to the church and a spy inside tells you where to go next for more ammo and info on the location of the hostages. Now the enemy's getting really nasty, bringing in heavily armed gunship helicopters!

At the end of the level there's



the ammo depot, grab as much as you can, learn the location of the hostages and blow the depot. Now Roy and Hardy are getting somewhere! With a jeep for transport the two combatants race along through a 3-D jungle road. The enemy sends in rocket equipped MiG-25s, Hind gunships, tanks, and jeeps all together!

Inside the horizontally-scrolling enemy hide-out things are no less action-packed, the terrorists are everywhere and have a Russian Advisor in control. What makes combat tricky is the presence of hostages. Try not to shoot all eight (or any come to think of it) and blow away that Russian Advisor to complete the level.

It comes as no surprise to learn that not all of the hostages have been rescued, they've been split up into groups and another group are held at the enemy's HQ. Getting there is via a little 3-D jaunt in a patrol boat. Enemy torpedo boats and aircraft provide the necessary distractions. After this it's back to the horizontal-scroll for a tour around the enemy HQ. Eight more hostages are to be rescued from their cells by blasting the locks on the doors.

Shooting all the hostages is fatal to the mission but if the two gun-toting good guys make it through with hostages intact then it's onto the final location – Kalubya airport. This is a 3-D section with you going straight down the runway to the airliner at the end. Make it to the plane and you run down the aisle, gunning down the terrorists. But some of the hostages are running towards you as well, so mindless blasting is out.

The terrorist leader Espenosa has one more ace left up his sleeve, namely the pilot. You must shoot the leader and not the hostage in a *RoboCop*-type scene. Shoot the Captain and it looks as if your African holiday will be extended indefinitely!

The 64 game has good sound effects and a decent Matthew Cannon tune while the Amiga benefits from some great samples – you really do begin to feel sorry for those cats and dogs that get shot! And in pretty much every other respect the Amiga game amazes. Tremendous speed, jaw dropping animation and superb graphics. Amiga *Operation Thunderbolt* is in a league of its own when it comes to blast-'em-ups – it's genuinely arcade perfect. In short, a quantum leap over *Op Wolf*. For the C64 – which had a great *Op Wolf* conversion – the sequel offers dramatically improved graphics, playability in short – double the gameplay and double the action. Amazing.

While all eyes are on *Chase HQ* for Xmas, Ocean's second big-name coin-op conversion is here *now* and it's awesome!! The 64 game gets full marks for effort with not just the *Op Wolf*-style horizontal levels to fight through but also the 3-D levels which work well. The frame update is smooth with buildings scrolling past, men running out of the screen, and jeeps driving past in a convincing manner (considering it's two games in one it's a very good effect).

What drew me to the 64 game were the great enemy sprites, with a lot more shading and detail about them than the stick figures in *Wolf*: they move real fast as well!

Concerning the Amiga game, just saying it *is* the arcade game isn't enough as *Thunderbolt* actually *improves* on it with an ace Jonathon Dunn tune and smoother moving, slightly more detailed graphics. There's also a facility for two mice (mouses?) or joysticks – a bit better than those cheap plastic guns bolted onto the coin-op that's for sure!!



64

PRESENTATION 84%
Great mouse, lightgun, and joystick options. Multi-load is apparent but cleverly constructed with two levels per load.

GRAPHICS 90%
Authentic backdrops with great shading and detail in the soldier sprites.

SOUND 79%
Good title tune and atmospheric level-end and death tunes. Better than average spot effects but no in-game tunes.

HOOKABILITY 94%
Now that there's two player action the team spirit element of the game shines through in fine style.

LASTABILITY 92%
Eight levels compared to the *Wolf*'s six with two types of gameplay and challenge within the one game.

OVERALL 92%
A difficult coin-op to convert but one that's emerged as well presented, highly playable, and great fun.

▼ A lazy cruise down the river with a MiG-25 and missile-armed patrol boats to liven things up. (Amiga)



amiga

PRESENTATION 96%
Literally arcade perfect all the way through with the coin-op's attract mode and the level completion screens. There's even a Spectrum – ie mass attack – emulator hidden away in the game!

GRAPHICS 98%
Effectively they ARE the graphics from the coin-op but unbelievably they've been improved upon!

SOUND 94%
A host of near perfect samples together with a moody title tune and enjoyable inter-level music.

HOOKABILITY 96%
Instantly playable even if it didn't have the *Thunderbolt* name to attract the gamesplayer.

LASTABILITY 94%
The more you play it the better it gets and boy, is there a challenge in this game!

OVERALL 97%
We're not talking an Amiga conversion of the coin-op here; we're talking the coin-op in an Amiga!!

GHOULS 'N' G

GOLD MEDAL AWARD

US Gold, C64 £9.99 cassette, £14.99 disk.

64

●Arthur returns to re-rescue his beautiful princess.

After one of the most spectacular rescues in C64 history the insanely brave Arthur is determined to marry his rescued damsel, the curiously named Princess Hus. But no sooner than he and the beautiful princess arrive at the local registry office, a demon appears and swipes her again! After not a little cussing, Arthur dons that famous armour suit, grabs a clutch of lances and sprints back into action.

The challenge this time dwarfs his previous achievement – the supremely sadistic god Capcom has seen to that. Familiar, scythe-wielding ghouls introduce Art to the haunted forest and graveyard where he started his last quest. Newly revamped for our hero's revisit, the graveyard has giant vultures, guillotines, tornado-like demons, and skull-spitting fires. As before, some of these baddies carry sacks containing weapons which can be collected and used. The fire bomb is the most spectacular, setting alight the ground it hits, while the tiny dagger is good for rapid fire and much better than the slower axe.

Art has to be pretty quick with his weapon-lobbing, 'cause contact with a pervy ghoul will strip him down to his underwear. A bit of flashing indicates



▲ Sending shivers down the spine of ghost-infested dinosaur bones.

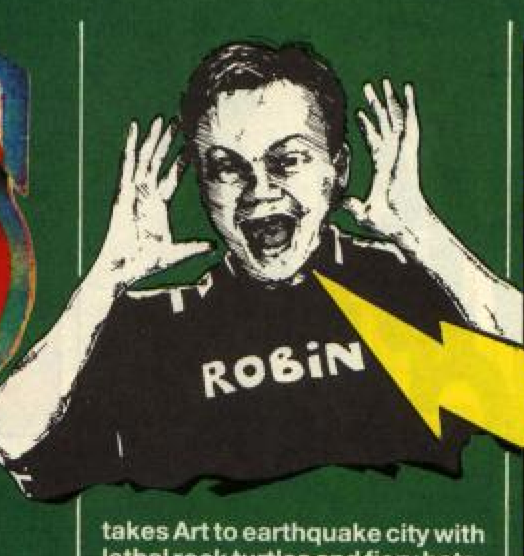
This is one mean game. I seemed to spend most of my time shivering in my underwear while running from one demon or another. While level one starts off a little like the original, it soon changes – running up the mountains sees the screen smoothly scrolling upwards as well as across, and the nasty flames and whirlwind monsters have obviously been offered big bonuses to fry old Art. The actual graphics aren't immediately impressive – the lack of sheen on the armour is particularly missed. But the more you play, the more you become aware of the fine detailing on the creatures – especially the buzzards – which rewards the observant. Level two's earthquake city has some great crumbling windmills, and the end-of-level monsters are impressive. The soundtrack, and FX, are simply out of this world with some beautifully produced music urging you on. The crash of thunder, the effect when you're turned into a duck or collect a weapon – they're all great. The best part of the game, however, is simply the gameplay. Each level plays differently, and quick thinking is needed to survive for long on any of them. In short, a highly rewarding mega-challenge to keep you occupied for ages. Buy it now!

▼ Approaching the end of level one with pig-headed guardians about to attack.





GHOSTS



I remember this one in the arcades and I simply adored it, the further you progressed the wilder it all became and the more outrageously beautiful the graphics. On a lesser scale the same applies here, with the nicely done first level leading through to a stunning second level, spooky third and so on – all with a wonderful sense of humour. I thought *Ghosts 'N' Goblins* was a vicious game but *Ghouls* is well on par with lethal tricks and traps popping up with every step, the nastiest of creatures to meet, and far too few lives to lose for my liking (even with continue plays). Whereas Software Creations *could* have forgotten about the gameplay and concentrated solely on getting the graphics of the coin-op across they haven't: they've put a wonderful amount of detail into both sides of it, resulting in a game that plays like a dream (a hard dream, if that's the right expression!).

In music terms I thought I'd heard it all with *Bionic Commando* and following that *L.E.D. Storm*, but now my ears are delighted by technically brilliant and sonically marvellous tunes. The title tune is unbelievably atmospheric with sound effects of the highest quality (the rain at the start of the tune and the scream halfway really do send shivers down the spine! Incredible). And this just one month after the brilliance of *Turbo Out Run*!!!!

brief invulnerability, after which another hit reduces him to a pile of bones. If there's any lives left Art restarts at the start of the section he's on – and often this is quite a way back. And even if he loses all his lives, he can still play on as there's five continue plays. Obviously our hero is a bit knowledgeable about some neat Black Magic tricks himself!

In any case he's always tempted to open magic chests which appear throughout the game, sometimes containing special armour or weapons – including a duplicate Art and magic barriers. More usually though, there's a wizard who – if Art doesn't destroy him first – will turn the knight into a harmless (and very vulnerable) duck for a few moments.

But this is a trifling problem compared to the giant demon which lurks at the end of each level. Defeat level one's fearsome monster and a multiload takes Art to earthquake city with lethal rock turtles and fiery bats. The screen scrolls vertically as well as horizontally here.

Level three has Art flying up a tower on a magic carpet with all sorts of demons swooping in to attack. A monumental head is waiting to meet him if he survives that far. Level four takes place among the skeletons of thankfully extinct monsters, and a maggot-infested sea monster. A Gassuto, or cloud with an eye is the treat at the end of this level. But the toughest level is the castle of a red armoured king.

▼ This is the flame-spitting guy with the key to level two.





Software Creations have pulled it off again! Yes, the programmers of *Bionic Commando* and *LED Storm* have once more excelled themselves with this brilliant conversion. The first thing that impresses is the amazing music: it's so varied with some of the best tunes I've ever heard on the 64 – music man Tim Follin is a genius. The sound effects are equally impressive with a superb thunderstorm effect at the beginning. Admittedly the graphics aren't quite as stunning to start with although they get better on later levels. What's most important, though, is gameplay, and this is where *Ghouls 'N' Ghosts* emulates the coin-op to near perfection. All the levels are here plus all the incredibly varied action – it's tough but so playable.

Ghouls is a masterpiece of a conversion – now who says they don't make 'em like they used to?!

amiga

The Amiga game will be reviewed in the next issue.

update

PRESENTATION 94%
Brill loading screen, FX only option and vital continue-plays.

GRAPHICS 94%
Excellent attention to detail becomes more and more apparent as you play.

SOUND 98%
A completely amazing title tune, medieval high score tunelet, a wonderful variety of spot FX, and great in-game tune.

HOOKABILITY 96%
The imaginative sadism of CAPCOM and Software Creations provides an irresistible challenge . . .

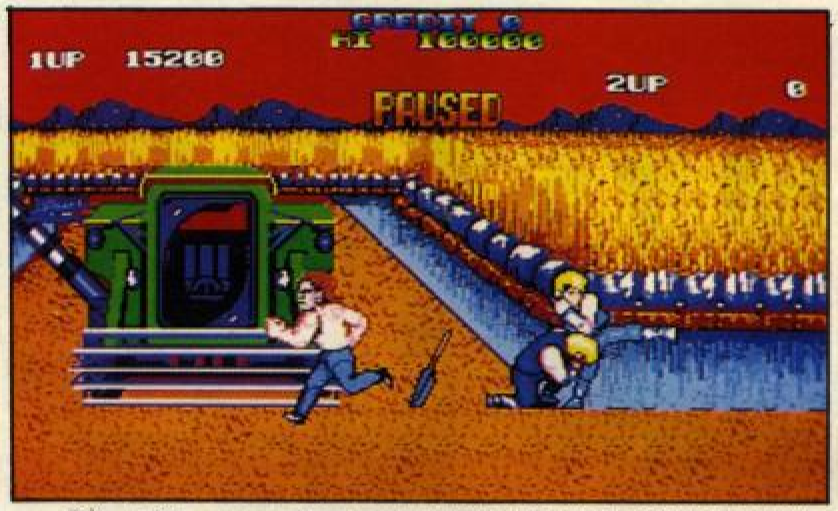
LASTABILITY 97%
. . . and while no-one's going to find it easy, the amazing variety will keep you trying to get that much further.

OVERALL 96%
An incredibly well-designed game gets the superbrill Software Creations C64 treatment.

ZZAP! TEST

DOUBLE DRAGON II

64 A



▲ Billy recovers from a punch in the guts, while a villain is about to become Shredded Wheat. (Amiga)



There's very little difference in game structure between this and the original *Double Dragon*, but this conversion is much better and very playable. While I was disappointed there's nothing new to it, art dept star Mel absolutely loved it. With other software houses neglecting the beat-'em-up format, Virgin seem to have cornered the market with this, *Shinobi*, and *Ninja Warriors*. For the C64 *Shinobi*'s the best, although worst on the Amiga where *DD II* and *Ninja* are very close.

Virgin, C64 £9.99 cass, £14.99 disk; Amiga £19.99

Five years ago the brilliant Double Dragon team, Billy and Jimmy Lee, rescued the beautiful transexual singer Marilyn (Marian on the C64) from the clutches of the evil Shadow Boss. Until yesterday the three friends lived together quite happily. Yesterday Marilyn was shot dead, and the Lee brothers have sworn revenge.

But the Shadow Boss has not spent the last five years idly watching TV. He's worked long and hard using oriental black magic to establish another vast network of underworld crime. The Lee brothers quest for revenge begins at a heliport run by the Shadow Boss. They must fight their way through the heliport to confront the end-of-level baddie, a man twice as big as them. Along the way Schwarzenegger-clone muscle men and punk women armed with bicycle chains will try to stop them. Dropped weapons, such as the chains, can be picked and used. Alternatively crates can be picked up and thrown!

Level two takes place in a warehouse, level three in the MidWest complete with combine harvesters, the tiny level four on a mountainside, and level five is inside the Shadow Boss's temple. Apart from the graphic changes the basic game is little changed from the original. There's some shared continue-plays, a time limit and plenty of bashing.



Beat-'em-ups are great fun to play although nowadays a little more originality is required in execution and game ideas. While Amiga *DDII* is certainly nice to look at with some good animation about the characters and a fantastic title screen tune, there's a lack of graphical variety and I'm not very sure the long term appeal. The 64 version is a better game to play with a difficulty level set just about right. On the debit side there's some pretty garish background graphics and weak sound effects, but the sprites are very well animated.

64

PRESENTATION 76%
Nice intro piccy but the music isn't a patch on the Amiga's.

GRAPHICS 69%
A bit blocky and garish, but some nice animation.

SOUND 58%
Standard spot FX.

HOOKABILITY 70%
Quite a bit tougher than the Amiga . . .

LASTABILITY 75%
. . . making for slightly higher long-term appeal.

OVERALL 72%
An enjoyable conversion of yet another beat-'em-up coin-op.

▼ A Lee brother gets an iron ball bounced off his head.



amiga

PRESENTATION 76%
Wonderful and very lengthy title screen music, text plot recap and slick logo.

GRAPHICS 71%
Original arcade graphics weren't that good, but the Amiga recreates them well.

SOUND 62%
In-game FX a bit muffled, but still quite good.

HOOKABILITY 74%
Instantly playable, continue-plays make it easy to get far into the game.

LASTABILITY 62%
Not much variety in the levels and little originality.

OVERALL 67%
A very classy conversion of a mediocre coin-op.

INTO THE NINETIES

The dawn of a new decade sees the quality of C64 programming stronger than ever before, with games such as *Turbo Out Run*, *Stunt Car Racer*, and *Retrograde* pushing the technical boundaries ever further. ZZAP! is committed to bringing you all the latest news, previews and reviews on the C64 scene – not neglecting the Amiga, of course – in the new decade.

Sadly, the cost of paper, unlike RAM chips, tends to always be rising rather than falling. As the Xmas issue went to print the increase was finally confirmed, raising the price 25p. Not the best of Xmas presents, but further rises in paper costs are unlikely for another two years and the management's currently looking at ways of increasing the number of pages – fingers crossed for that.

In the meantime, I hope you like the first ZZAP! of the 90s. With a bit of luck all the games we've been chasing will have been caught in time for review. So until next month, Happy New Year from everyone at the Towers.

Stuart Wynne

TRASH FOR MUGS

Pink blancmange rain, fire-breathing cabbages and spaceships which you can grow yourself are just some of the wacky features of the latest multi-user adventure game. Called *Trash*, it is the first British game to be designed using MUGICK, a new MUG development language. Making distinctly weird use of it is Ambushbug the Archwizard (Matthew Ward), a programmer with Third Millennium Systems (a part of Mike Singleton's Maelstron Games).

The new game will be up and running very soon on Micronet, Prestel, Telecom Gold and Callstream. Further information can be obtained from Prestel mbx 011113232, Telecom Gold 87:2QQ826, and Compuserve 72571,61.



16-BIT GARDENERS?!

There's an important event happening at the Royal Horticultural Halls (Victoria, London) on 12-14 January. But far from being an exhibition of the latest lawnmowers, hedge-trimmers, and horse manure, the 16 Bit Computer Fair will have over 90 companies showing off the latest 16-bit hardware, software, and horse manure. Organisers, Westminster Exhibitions, say that two thirds of the advance tickets for the show have already been sold: to obtain one of the last remaining advance tickets (at the discount price of £2) call 0726 68020.



IZZY WIZZY, ALTERNATIVE GET BIZZY

Following *Postman Pat* and *Count Duckula*, Alternative's latest children's TV licence is *Sooty and Sweep*. The game will boast a two-player mode with each player controlling Sooty or Sweep, wandering around the house collecting Sweep's dog bones.

Commenting on his latest venture, Sooty whispered in our ears, 'At least in the game I won't have to put up with Matthew Corbett's hand stuck up my bottom!'

Sweep added, 'Squeak!'

THALAMUS HIT GOLD

Yes, Thalamus are headin' west for another Gold Rush. The word is that among the perfectly normal *Snare* and *Retrograde* tapes currently being distributed around the eagerly awaiting nation, are hidden eight (for each game) special gold cassettes.

Owners of said cassettes are very fortunate, as they can do one of two things: a) Melt the tape and make a lovely gold watch for Mum, or b) Claim a brilliant 'MATCHBOX' Hit-strument as a prize from Thalamus.

What's a Hit-strument? Well, it's one of three types of musical instrument that you er . . . play in mid-air, well sort of . . . Oh anyway, whatever you do with them they're great fun! And even if you haven't got a gold tape you could still win THREE Hit-struments in the special competition in this very issue!

10 THINGS YOU DIDN'T KNOW ABOUT ROBIN HOGG



☆ **Despite categorically denying he is Welsh we cannot ignore the facts that A) He's lived in Wales for most of his life, B) He can say 'Llanelli' and 'Boyo' fluently, and C) He's played rugby (very badly) – proof enough!!**

★ In the vain hope that he'll convince everyone that he was born in Southampton, Robin confesses to watching 'Howard's Way' on a regular basis (ie more than the once). Sad, very sad.

☆ **'Doesn't make use of the host machine' is a crusty quote (Rob H Ltd) that Robin frequently resorted to in his manic days on TGM when stuck for constructive criticism of games. It has been heard since but fortunately hasn't made an appearance (yet).**

★ To this day Robin refuses to acknowledge that his Fiat Panda was 'a bad buy', the fact that the bamboo shoot-fuelled shoebox broke down in Spaghetti Junction and never recovered has *everything* to do with it.

☆ **Ever violent, Robin is beginning to exert pathological tendencies as he's now joined a shooting club nearby. This unsettling news (combined with threats) helps him in arguments over who possesses freebies when they come into the office, how else do you think he got the *Beast* T-Shirt?**

★ Robin's love is of course aircraft, long, tall, big, small they're all friends of this staff writer with Biggles tendencies. The roar overhead of low level flying aircraft is met with a mad rush to the window and cries of 'It's an F-5643 Mark 2' or some such nonsense. Naturally he gets to test out all the mind-numbingly boring flight simulators that come into the office. (Yeah! *F-19: Stealth Fighter* on the Amiga!! 100% when it comes out! Yeah!!! – Rob H)

☆ **Headbanging Robin has exhibited strange musical tastes recently with a selection of very similar sounding tunes pumping out of the office (ie Phil's) radio-cassette player system. Yngwie J Malsteen (A brilliant guitarist regardless of what Kerrang! says – Rob H), Femme Fatale, Iron Maiden, Bon Jovi, Skid Row, and other metallic rockers can be heard on his new hi-fi . . . from a distance of 1.3 Kilometres away.**

★ Robin isn't a relative newcomer to ZZAP! Before slogging the good slog on TGM he did the odd review for ZZAP! before getting 'moved over' (ie kicked off ZZAP!). Take a look at the *Starfox* review or the *Mean City* in Issue 31; they're his, or rather they *were* before being heavily edited (Nothing's changed – Ed).

☆ **Robin is the only Newsfield journo who reads that pinnacle of journalism, The Sun, and is heavily criticised for it by everyone else, usually while they're reading said 'paper'.**

★ Robin is *always* on the phone. His average times are . . .
Software Girlies – four hours
Programmers – three hours
Saucy phonelines – two seconds!

CD ROM ON THE 64!

Imagine a storage medium which could hold 550 Megabytes and load games in about 20 seconds. An impossible dream? Well no, it's actually a CD. But surely you need an expensive CD ROM player? Well no, not with the amazing package which Code Masters are marketing.

Instead you just connect your 64 up to any normal CD player using the special lead and stick the special Code Masters CD in the player. All you need to do is load a short control program from tape and then you can load any of the thirty games on the CD by selecting the relevant track number.

Even more amazing is the cost of the package: just £19.99. And if all goes well, further CDs will be released with games specially designed for the system.

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For once I'm lost for words. Here we are with the first issue of the 90s and what do we get in the Rrap: a trio of C&VG readers! And at least one of them is a likely transvestite! Now I'm not saying that cross-dressing is wrong – there are times when even I have succumbed to the tempation of wearing frilly undergarments (on my head, of course) – but reading C&VG is beyond contempt!

SOMEWHERE OVER THE RAINBOW?

Dear Lloyd,
I know this letter won't get a Gold Medal for originality but I'll write it anyway. After reading the review for *Rainbow Islands* I decided to buy it. At the first shop I went to they said it hadn't been released. I thought it was the shop's mistake so I went to another shop and got exactly the same answer. I believe you reviewed it too early as it is not expected to be released until November. Please review games just before they are released or put the release date on the review!
Kris Coverdale, Whitby YO21 1RS.

The problem of reviewing games before they're released can be awkward, but generally speaking companies are much more efficient nowadays with the main danger being games coming out before the issue – especially bad games! Rainbow Islands *however, is a special case with MicroProse being legally restrained from releasing it by Taito, the coin-op makers who own the licence. Apparently Taito's agreement was with Telecomsoft, and they're arguing it didn't automatically go over to MicroProse when they bought Telecomsoft. Such a high quality game being held in legal limbo is obviously something of a tragedy, but it's uncertain whether it will ever be released.*
LM

WHY NO SIZZLER?

Dear Lloyd,
After setting a *First Strike* top score I feel I must write. I have managed to knock out two prime targets, and to top that I got home with 5 lives.

So, I hear you cry, why didn't he get a third target? – simple he made and utter mess of the third mission!

I bought *First Strike* after reading your review. In my opinion 80% overall is a little low. *Afterburner* was awful, but had a little playability. And *First Strike* is amazing! Its style – EXCELLENT! Its playability – STUNNING. Its graphics – (flowing and smooth) BRILL! Admittedly, it is repetitive after a (fairly long) time – but all games do get like that! 90% might have been better!
A rather annoyed ZZAP! reader.
P Alexander, Lincoln LN4 1QD.

PS. My score is 163,000

A quick poll around the office gets a vigorous response from Robin . . .

Yes, I wholeheartedly agree with you over First Strike Mr (Mrs?/Ms?) P Alexander, it's technically brilliant, immensely fast, and even has quite a bit of depth to it in terms of different missions to undertake and weapons to use. I was all prepared to give it a Sizzler but the others in the team (Heathens!) weren't too happy about the long term depth (there is a marked similarity in gameplay about each level but who cares when it's so action packed). Underrated somewhat I feel, so there Stu and Phil!

. . . As for the rest of the team they're happy you like it, but still feel playability might be just a touch lacking for people who aren't as loonie over planes as the Welshman.
LM

MOVE OVER ORIC, HERE COMES CASIO!

Dear Lloyd,
I thought I would put pen to paper again (although in this case, finger to keys, and computer to printer!)

I feel that ZZAP! 55 was a vast improvement, after what seemed a gradual slump in the standard. My friends and I have felt that ZZAP! had been gètting worse, especially in the decline in pages (what happened to the old 100 odd pages that ZZAP! used to be?)

But, before everyone begins to fall asleep, I shall change the subject.

I thought that Simon Bone's review for the Oric version of *Falcon* was a classic. I cracked up reading it. Joking aside though, what with the Oric revival, I think the Amiga has got competition, and Commodore had better get their heads together, and re-release the Vic-20. But there is one contender that could knock the Oric off its spot . . . THE CASIO POCKET COMPUTER/CALCULATOR.

It boasts a 2 line LCD display with an internal memory of 8K. With 2 colours – black and white – Electronic Arts are probably right now programming the Casio version of *Deluxe Paint*.

What makes the Casio so appealing is that you have to program each game/utility you want to run. That's right, there are no storage methods. But that adds to the fun, and if you subscribe to the Casio Computing magazine, they can send you the listings to great games like: *Matrix, Rox Casio, Kong Casio.*

However, Casio's leading software house – CRL, are currently converting the long awaited *Space Invaders*. It features RANDOM attack waves, a 3x3 PIXELLED SPACECRAFT, and there is even talk of a title page!

They say it will cost the usual fifteen pounds, and with it, you receive the usual 200 odd-page book with the listing and instructions.

I'm surprised major software houses such as Ocean, have not turned to the Casio. Think, no more piracy, as there is nothing to copy (apart from 200 sheets of paper!)

I suppose everyone will want to get one, you can get one from the Argos Catalogues (that is where I got mine).
Specifications
Power: Battery
Screen Display: LCD, 2x32 Character display
Memory: 8K

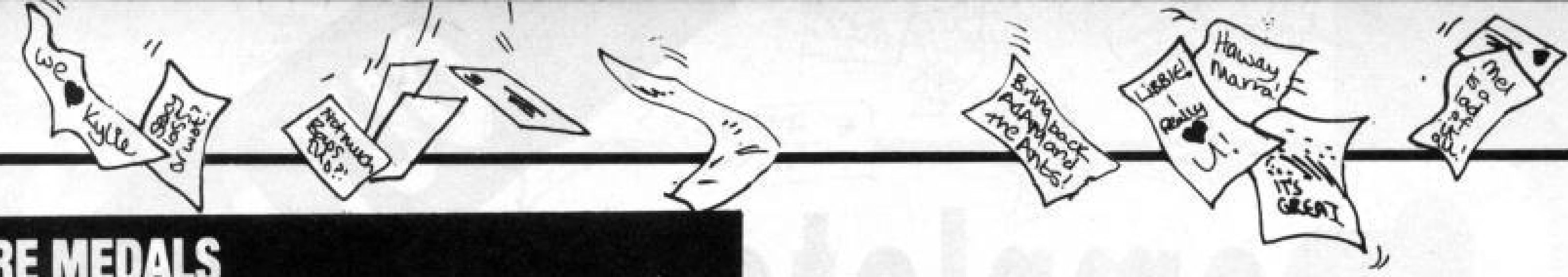
All this colossal memory, and graphic display does have one disadvantage, there is no sound. But with all that graphical realism, who needs sound?

Okay, back to reality! How about having some demo reviews for the Amiga (and C64 before 64 owners start moaning). I think that demos are the best way to show off a computer's capabilities. As it only has the one thing to worry about unlike games. I have a vast collection of demos, and some of them are more used than a game!

Right, I have finished now, but I hope to see some representatives from ZZAP! at the annual Casio Computer Show!
Chris Foote, Surrey KT4 8UB.

PS. If Ben Morgan wants to sell his Sharp Mz700 computer, I would be more than happy to buy it. I would take the case off it, put it in a cardboard box, and sell it to some poor mug as an Atari ST. After all, it has the same capabilities!

Well, readers, are there any uses for a Casio pocket computer/calculator? Or even an ST? (Ooops! sorry about that.) I only hope software houses don't take up listings as the means to defeat piracy – Level 9 claim the print-out of the code for their new H.U.G.E. games weighs 30lb!
LM



MORE MEDALS

Dear Lloyd,

First I want to thank you for an excellent magazine, your reviews are still the best. On with the letter now: 1. How could those two reviewers of yours, justify not giving *Kick Off* a Gold Medal award when it got 96%. Is it a new rule in ZZAP! not to give games related to sports a Gold Medal award. I've noticed this before.

2. I agree with Phil Halliwell in issue 54 about changing the awards. Full price games gets a Sizzler if they get 90% or more, a Gold Medal award if over 96%. And what do the budget games get? They are awarded a Silver medal even though they're rated higher than 96% Why don't you give Bronze medals for those which got 90 – 95% and a Silver Medal for 96% or over.

3. What about some more Def guides. The one about shoot-'em-ups was great (I have read it several times). Bring back Zzapback because I really liked it, and I'm sure many others did as well.

4. I thought the 'Psygns of the time' feature was brilliant. So was the *Power Drift* interview. Let's have more of that.

5. Let Rob H have a regular arcade feature, because I love to read about coin-ops.

6. I have to disagree with Simon Liu about the quality of software. Sure there is a lot of rubbish around, but there is also a lot of brilliant software floating around.

Here is my top 5 for C64 games:

(1) *Delta* (Thalamus).

(2) *Paperboy* (Elite), (to be honest it was underrated at the time, it deserved at least a Sizzler).

(3) *Ghosts 'N' Goblins* (Elite).

(4) *Last Ninja 2* (System 3).

(5) *Thrust* (Firebird).

7. You should think the summer slump was over now, shouldn't you? But no, ZZAP! still have a low number of pages (84). That's part of the reason I buy C&VG, as they have got more features and pages.

8. Isn't it about time for a Zzaptionnaire?

End. . . . .(phew)

A ZZAP! fan.

1. The Kick Off *review was before the time of the current ZZAP! team. Shouting over the roar of a* Kick Off *goal being scored I'm informed that it would get a Gold Medal. It's definitely the most popular two-player game on the Amiga and what lunch hours were made for.*

2. Do we really need more awards? The Bronze Medal idea is a good one though – it's under consideration.

3. We've got a 1980s Def Guide this issue, and it's highly likely there'll be more during the summer months.

4. Yep, we're trying.

5. There was one last month, hopefully there'll be one next month.

6. Paperboy*?!*

7. The summer slump is over in terms of games releases, but the software scene has changed radically since the old days. Software houses are chasing 16-bit machines at the moment, and ZZAP!'s only one of many Amiga mags fighting for that advertising. Quite simply if there isn't the advertising to support more pages we can't afford to print them. Robin does need his 5p a week salary, you know. If advertising improves there'll be more pages.

8. Maybe.

LM

WOMEN WRITE?

Dear Lloyd,

Why haven't you seen any female computer addicts or ZZAP! readers? Because I've been hiding in the Scorelord's dungeon with the second highest score in *Project Stealth Fighter* for months and months. No disrespect to the two foreign 'fighter jocks' up there with me, but *where are all the British pilot aces?* I can't hold up the flag forever (especially as I've converted over to *Falcon* and *F-16 Combat Pilot*, graphics, gameplay and simulation much better than *Stealth*, especially on my Dad's Amiga which I borrow, frequently! I don't knit (like your Granny) as I'm too busy learning to fly (the real thing), playing computer games, ballroom and Latin dancing and, of course, reading ZZAP! (crawl!) And that's after a day's work too.

Sue Barlow, Guiseley, W. Yorks

PS. Please can you get the Scorelord to spell Guiseley correctly?

Thanks for your letter Sue, even though Robin threatened to firebomb my house when I needled him about your much superior score!

LM

A MODEL READER?

Dear Lloyd,

Hi, I've decided to write to your magazine (How kind of me!) in response to Stephanie Johnson's letter in Issue 55. No, she is not the only female reader, neither was someone who wrote in C&VG (can I say that??) a while ago!

Well, now, I'm writing in to prove Stephanie is not the only one, I am also 19 (but I lied in C&VG but I can't remember how old I said I was!! About 12 I think!!! Anyway, I own an Amiga but have owned well, used, my father's computers: a) Amstrad, b) C64, c) Atari 520, d) BBC 'B', e) Electron, f) TI 99 4/A (yes, it's true) and, g) Aghh a ZX 81!!! I can't program except for a bouncing cursor on the ZX81. I couldn't make it do anything else! Probably because I had no memory left!!!

I read ZZAP! and C&VG as well as a few others but the above mentioned are the best (I'll decide which is if you print my letter and say nice things about me).

Seriously it is a great mag and I buy it when I can and have got chance to use the computer.

I am a model for a catalogue firm so I haven't got much time. When I have I enjoy reading the mags and playing games. My only complaint is there's nowhere near enough female characters (except being rescued by a handsome guy!!! Oooh, I like being rescued but I'd prefer to capture one!! Though I don't think I'd try for RoboCop!!!).

Oh, and I won't send in any photos for Robin otherwise he'd never be able to get to sleep at night!

Well Stephanie, does that answer your question, but surely there are more of us out there?!

Anyway must go.

Lots of Love (steady Robin),

Christina Kalataya, Newbury.

Hmm, a fashion model who can't remember her age and is too shy to send her photo into ZZAP!?

LM

A WEIRD READER!

Dear Lloyd,

Yes, Stephanie there are other computer women out here. I am married with a 3-year-old daughter (she owns a 64 natch), I own an Amiga (well it really belongs to my husband but what's his is mine and what's mine is my own).

I have completed *Jinxter*, *The Pawn* and *Tass Times in Tone Town*, and I am in the last stages of *Spherical*, *Fish* and *Corruption*. Which just goes to show that snotty little schoolboys aren't the only ones that can finish games.

Anyway, back to Stephanie, perhaps we could be founder members (no sexist puns intended) of an all-girl club searching for something that men are good at, because I can't think of anything that you can't do better yourself.

Here is a tip to all you girls who are stuck with men (Ha Ha) who have wandering eyes, wave a magnet under their precious flight simulators and they turn into faithful little puppy dogs. So come on girls, pull your joysticks out, blow the dust off your keyboards and lets show those wimps that anything they can do we can do better.

Moving swiftly on Lloyd, if you really want photos for the wall maybe I should send mine in. I am the spitting image of Elvira. Oh God, must rush now as the baby is burning and the dinner needs changing!!!!

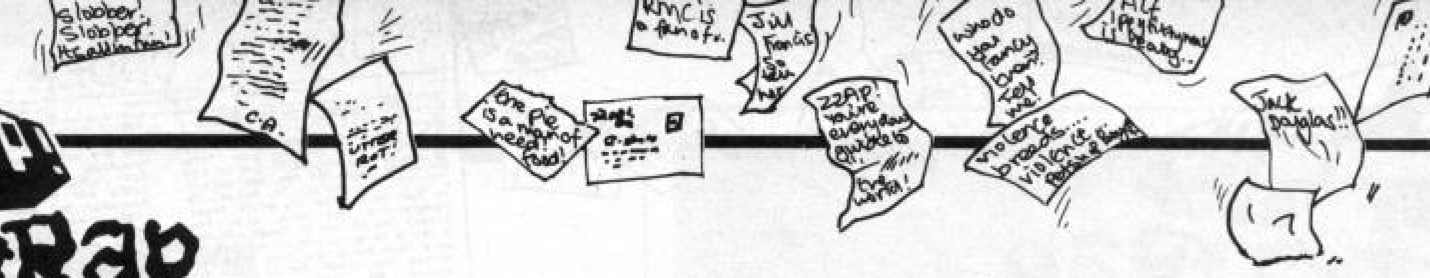
Tracey Boyd, Burton-on-Trent, DE11 7QT.

PS. Back again for a quickie (nudge, nudge) I would really like a software voucher (s**t, this might be the wrong magazine) as my husband makes me buy luxuries like food with the housekeeping money. He spends all his money on crappy flight simulators.

PPS. Has anyone killed that mirgal dragon (*Spherical*) yet because I can't do it.

The spitting image of Elvira? Burning the baby and changing the dinner? How many male readers out there get there kicks out of pretending they're women (and strange ones at that)?

LM



ZZAP! RRAP

PECULIAR PERCENTAGES

Dear Lloyd
I own a C64 and have loads of great games for it. Anyway, I have a few complaints to make, a few congratulations to give, and a few questions to ask. Bad news first . . .

Don't you think your percentages are a bit high? I mean you gave *Armalyte* a total score of 97%. What if it came out on a budget price of £1.99. You would probably give it 98%, right? You mean you would give the 1% more, even when it is £8.00 cheaper? Think about it! You are not leaving enough space for the best games yet to come!

Right, that's the moaning over and done with, now here is what I think of individual sections of your magazine.
1. REVIEWS – very good. Amiga and C64 reviews are roughly even in number. Maybe you should separate different format reviews as with *Batman: The Movie*.
2. PIG IN A POKE – good. *Most* of the cheats work. We all hope we get another 'tips extravaganza' soon.
3. ZZUPERSTORE – very good. Reliable, with good, cheap prices. Keep up the good work.
4. PREVIEWS – good. Everyone what likes to see what future games are coming out soon, but let's try and see some more.
5. STRATEGY AND ADVENTURE – I myself don't read this section, but I suppose other people do.
6. RRAP! – good. It is nice to know that one magazine lets you say whatever you want (well, almost!!). It's a very humorous section, but some of the letters are a tad over the top.
7. ZZAP! COMPS – good. Easy to enter and nearly always a good prize.

I also suggest a page or two reviewing arcade machines, as many people make a regular vist to their local arcades.
Wayne Boucher, Pembroke, S. Wales.

***Thanks for your comments, Wayne. As for the* Armalyte *marks, while some of the ZZAP! team still find it a touch hard, Robin still rates it as the best shoot-'em-up ever. For those sort of games price doesn't matter that much. Obviously technical advances may mean even better games in the future, but judging what might come in the future is impossible. The ratings stand as reviews of games at the time they were reviewed – although, in fact, many games stand the test of time, such as* Armalyte *and* Dropzone.**
LM

NON-TERMINAL MAN

Dear Lloyd,
Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please, Please could you finish off the *Terminal Man 2* story. You left the story at a high point and no more episodes were written since. I understand that some readers consider this mag to be for computer games, and should contain material of such nature, but they must remember one underlying principle that concerns material of this nature: imagination.

Yes, it is this exclusive quality that makes all games, no matter whether they are shoot-'em-ups or arcade adventures. We all dream about being a pilot or dungeoner in one of our many fantasies, however to be one in reality is almost impossible thus we live out our fantasy through simulators, ie. the micro computer.

All (or probably a majority) game designers/programmers draw inspiration for their mega-games through reading, listening, or watching material which is pure escapism, a chance for fantasy to become reality. The above mentioned material are/is usually videos and films watched, music listened to on the radio or tape/CD/record medium, and books/novels read. The last material falls heavily into the graphic novel (i.e. comics) section which shows that the comics heavily influence the mind's imagination.

Thus, I think my argument is clear that comics and computers go together and those of you who think my argument is not watertight then remember this valid point. Batman is not a programmers' creation. You like playing the Batman games and probably reading the Batman comics and these drive your imagination to the point where you want to be that character.

So, I again ask you Lloyd (and Oli) to finish the Terminal Man 2 story. If not in monthly episodes, maybe as a complete package as an extra in a future issue of your popular and friendly mag ZZAP!. I again implore you (Please to the power of infinity) to satisfy this ageing man's fantasy and allow him to satisfy his dream. (Well at least finish the story.)
Yours begging
Mo, Nottingham NG9 2GY.

After such a passionately written plea what can we say but . . . maybe. The man responsible for the cartoon strip is, of course, Oliver Frey who's Editorial Director of ZZAP! and Editor of CRASH, not to mention the artist responsible for the covers of FEAR, CRASH and ZZAP! Obviously a busy man, who abandoned TM2 previously because of overwork. Nevertheless Mr Frey didn't rule out completing the story. It's a 'maybe'. What do other readers think about it?
LM

WOT NO CHARTS?

Dear Lloyd,
Why have the computer games charts gone?

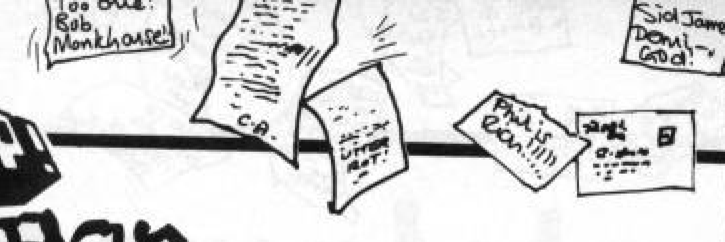
Have they been lost in outer space or something? Seriously, where have they gone? I really want to know which game is holding the number one position. Now I have turned to the crappy C&VG mag to get a look at the C64 charts.

I am so annoyed at not having any C64 charts anymore I have had to resort to making up my own. Although the charts are based on the games I own, I still think that they are better than nothing, so here goes!

1. Batman the Movie	100%
2. APB	99%
3. Batman the Caped Crusader	98%
4. Operation Wolf	98%
5. Cybernoid II	97%
6. Robocop	96%
7. Barbarian II	96%
8. Road Runner	95%
9. Pitstop II	95%
10. Wizball	94%

Come on you ZZAP team, I know that you are all cool dudes (Eeer!), so why don't you make up ZZAP's own charts based on the games that you have reviewed. Why doesn't each one of you set aside one page of your dudish mag to say your own separate charts Robin the red breast could make up his personal charts, Phil could have his and so on.
Felix Black, Orpington BR6 8HU.

Space is the main problem for charts, but hopefully they will be back – probably in the Word – soon. Until then, have a look at (and no doubt disagree with) the ZZAP! team's personal charts in this very issue.
LM



ZZAP! RRAP

RAISE THE PRICE

Dear Lloyd

ZZAP! started slipping at about Issue 46, and although it's improved somewhat now I think the only way you'll be able to satisfy your readers will be to raise the price of the mag to £1.95 (£2.25 with tape). Put the price up and and try to liken the mag to the Yellow Pages. And look at it this way: you'll get paid more! Seriously, there's no point carefully keeping the mag's price down when you've got to lose out on pages.

And with the increase of price and paper you could do at least some of this lot:

1. Restore the Challenge, Charts and Diary sections.
2. Have an Arcade review section at least quarterly.
3. Have more competitions.
4. Give proper ratings, not just overall marks to budget games.
5. Stick a tape on the cover three times a year, containing a couple of demos plus a full game.
6. Have a 'special offer' at the Zzuperstore every month.
7. More previews, features, interviews and so on.

Right. Now that's over, here's another idea, which I would like to regard as at least faintly constructive: have a 'Bogie Round-up', and stick all the games which received under 60% in there, three-a-page. Leaves more room, dunnit? By the way, while I'm on the subject of reviews, can we have the 'Conversion Factor' rating back? For some reason, I thought that was quite important.

Finally, make a good job of the Christmas issue, please!

David Spillman, Brighton, E. Sussex.

The cover price rise to £1.50 was a bit sudden, and might be quite enough for some readers – I haven't had any letters about it yet – but of course we'd like more pages. I don't know if we'd get paid more, though! To answer some of your points, an intermittent arcades section seems to be underway now and the diary should resume soon. As for the Zzuperstore, the incredible Dr Frey's currently editing the Complete Computer Entertainment Guide *(I hope I've got the title right), which aims to be a quarterly mag doing a round-up of practically everything that can be bought to do with computers. As we speak that should be going to press, so let's hope we get some more special offers now.*

A 'Bogie Round-Up'; I hardly think that's a fair description of games which score under 60%. Still, condensing some of the reviews down is an idea for consideration. Especially for late and disappointing Amiga conversions of poor C64 games.

On the subject of the conversion factor, it was a good idea but Ed Stu thought it was taking up too much space. Besides, arcade freak Robin always tries to make clear in his comments how accurate the conversion is. And as for the Xmas issue, you should know by now!

LM

FIFTY FIFTY

Dear Lloyd,

I am a devoted fan of ZZAP and so have decided to view some of my opinions.

I am really writing to say er . . . um . . . a . . . let me see now . . . what was it, oh, I yeah, I just waited to complain about the many readers who are complaining about ZZAP being taken over by the Amiga. I am an owner of a Commodore 64, but I am getting an Amiga for Christmas. ZZAP! should be a magazine with half Commodore and half Amiga. All my friends say I'm mad buying an Amiga as they can buy roughly 3 good games for my one. The only problem with ZZAP! is that there are very few hints and tips for Amigas. Also on the front cover of ZZAP! (issue 55) it says No 1 for CBM 64. But what about Amiga?

Paul McClurg, Belfast BT8 4NS.

ZZAP! will attempt to give the fullest coverage to the Commodore scene as possible (excluding Commodore PCs!), but of course the main emphasis must remain with the C64 as that's what most of our readers own. As for Amiga hints and tips Robin says he hasn't been sent that many, so when you get your Amiga send some in and we'll print them (if they're good)!

LM



WONDERFUL WORLD OF DISNEY

Dear ZZAP!,

I hope that you like this letter. I thought it would make a nice change from the ordinary sort of format.

Paul Disney, Shepton Mallet, BA4 5XY.

A very reasonable letter Mr Disney, and the format is welcome. As for the £6$&! problem, only the people complaining about it seem to use it much now. And what graphics and sonics are is often a matter of opinion, I'm afraid.

LM

RETURN OF THE CAPED KIDNAPPER

Dear Lloyd,

Did you realise that in Issue 55 you had a letter from S Leach (The Caped Kidnapper) and Scott Leach (The bloke who accused ZZAP! of taking bribes) Did you not realise S Leach and Scott Leach sound very much alike? That's because there're the same person, you great plonker. How do I know this? Because I am Scott Leach! I'd like to know whether that's a record, two letters in the mag in one issue. It must be. But if not you may remember also some looney way back in Issue 45 who wrote in saying he licked people's boots. Only that time it was S A Leach. Now that must be a record, three letters in the mag ever. (four if this gets in).

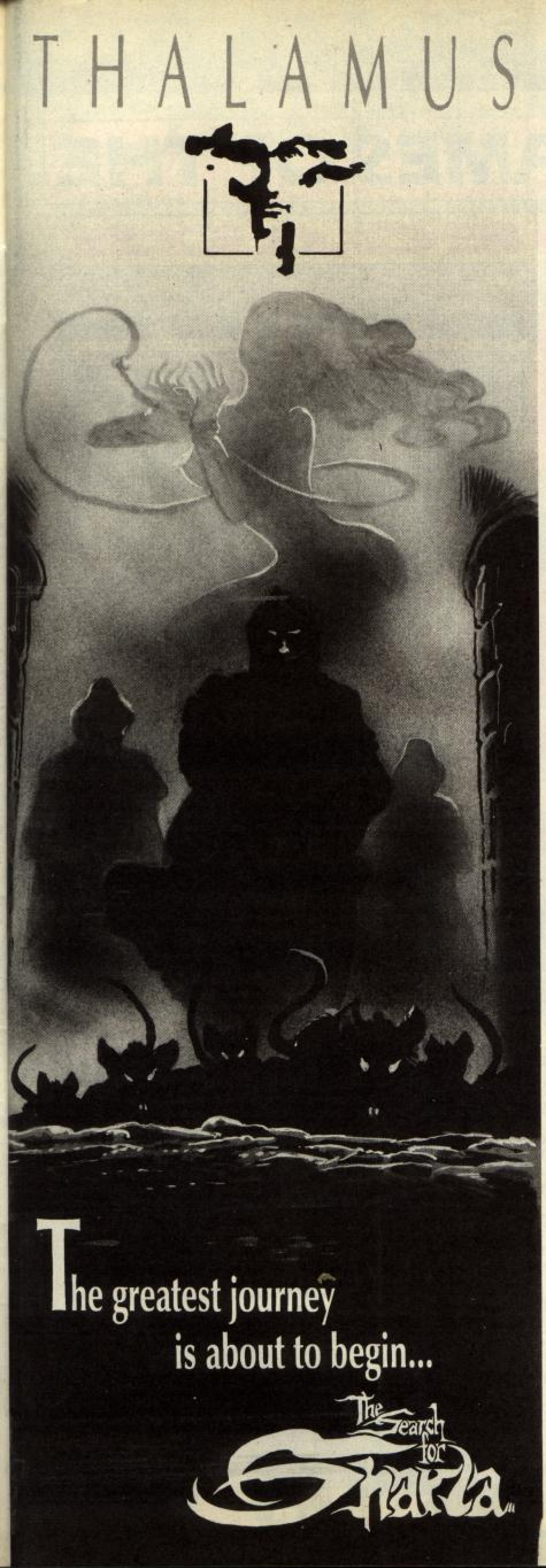
Just by the way while I'm writing about this amazing record may I point out, that you never replied to my P.S. about Thingy Rockford, nose and panto horse. Why have you stopped drawing them? If you remember, not far back the readers of ZZAP! voted that they preferred having them to not having them. So why take them out of if everyone likes them? Please tell us why they're gone (pretty please).

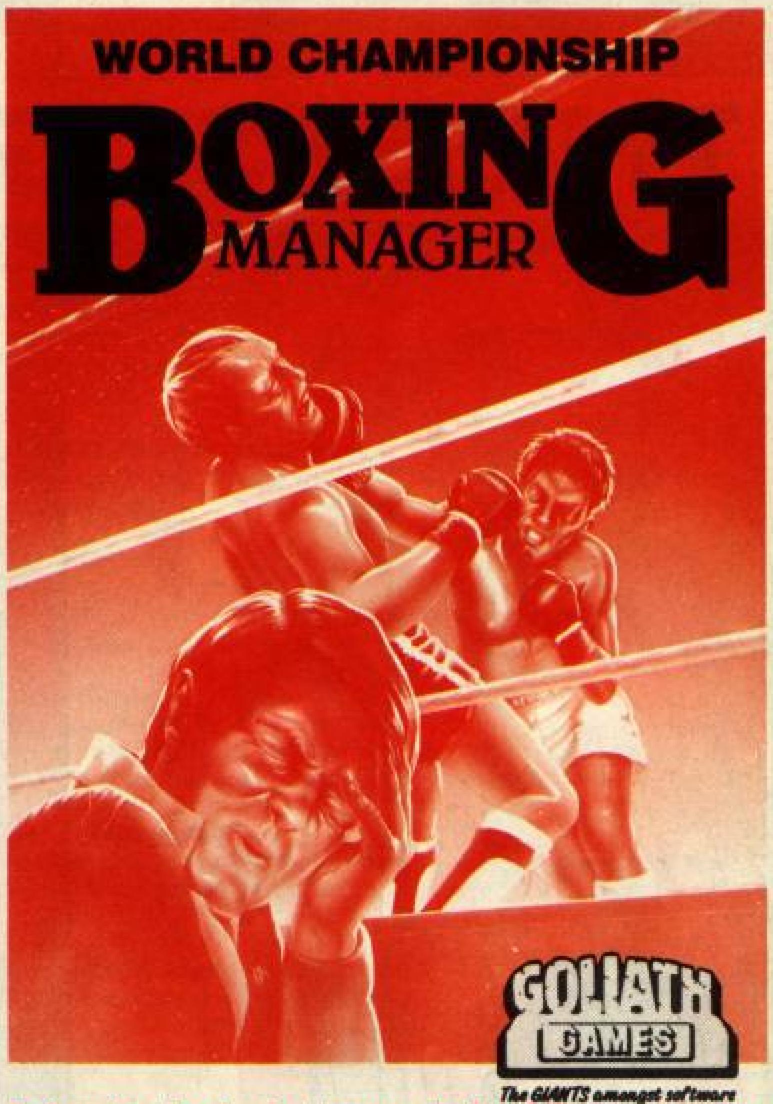
Scott Leach, Hull.

The vote for the margin characters to come back was, eh, a little dubious in its quickness. And there are rumours they're very happy with the aliens, especially as ZZAP! might be going onto Apple Macs – the super-advanced publishing of the future – which might not be able to capture their special character. As for the number of letters being a record, I don't know but let your achievement be an incentive to other readers to write in!

LM

That just about winds up the first Rrap of the new year, and of course, the new decade. As I wait for the next sackful of letters to peruse, I wonder what the Nineties will have in store. Will Eastern Europe embrace democracy? Will the ozone layer be destroyed? And will someone send me a Christmas card? Please? Pretty please? . . . send all cards and letters (preferably accompanied by cards) to *Lloyd Mangram, ZZAP! RRAP, PO Box 10, Ludlow, Shropshire SY8 1DB.*





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If you're looking for something easy or a joystick waggling punch up – look elsewhere this is the fight game with reality.

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THE BEST GAMES OF THE 80's DECADE







80's

While there were home computers before the Eighties, they tended to be of interest only to financially overburdened techies. The Vic-20, Atari 400, Sinclair Spectrum and Commodore 64 changed all that, bringing powerful, but cheap computing to the masses. And after the masses got tired of having their computer print up 'hello, John', most reached for a joystick and a copy of the latest knock-off of the latest coin-op.

In time, games such as Tony Crowther's *Loco* and Dan Gorlin's *Choplifter* showed that the real excitement was with original games. While eventually legal coin-op conversions and TV/movie licences would dominate the industry again – the second, 16-bit led generation of games has reintroduced some measure of innovation. Looking back over the Eighties, the first decade of mass market home computer games, and trying to pick the best is no easy task. But after much head-scratching, and flicking over back issues of ZZAP!, here's the personal charts of all three reviewers. As for the best game . . . no amount of argument could settle one, and in fact all the charts are only in rough order of preference. No doubt many excellent games are missing, and a lively debate seems likely in the Rrap.





STU

64

1. PARADROID (Hewson)
Apart from a great loading screen *Heavy Metal Paradroid* didn't add that much to this classic. Probably because it's impossible to improve. A perfect mix of arcade and tactical gameplay.

2. DROPZONE (US Gold)
The appearance of this on the ZZAP! Sizzlers compilation shot it straight to the top of the office favourites chart. The way the aliens interact and mutate is brilliant.

3. THE SENTINEL (Firebird)
Buying this put me in the grip of a terrible addiction. Ten thousand levels provide a massive challenge. Utterly unique and completely compulsive.

4. BOULDERDASH (First Star)
Or any of the Rockford games (except the awful *Rockford – The Arcade Game*). Beautifully presented and constructed, these games are incredibly addictive.

5. DOOMDARK'S REVENGE (Beyond)
Defeating the evil Shareth is a massive task, requiring the recruitment and management of numerous armies. Overflowing with atmosphere, this is simply one of the best games ever written.

6. SHADOWFIRE (Beyond)
One of Denton Design's most imaginative games has you in charge of a team of mercenaries attempting to blow up a spaceship and kidnap mad General Zoff. An icon-controlled strategy game that arcade fans will love.

7. WIZBALL (Ocean)
Getting started may be the hardest part of the game, but this is among the most original and playable shoot-'em-ups ever to appear on the C64.

8. BUBBLE BOBBLE (Firebird)
100 screens of wonderful arcade action. Cute and compulsive this Taito coin-op conversion is brilliant solo or in two-player mode. Incredibly good fun!

9. TURBO OUT RUN (US Gold)
One of the most playable race games ever written, complete with unbelievably good presentation. And, of course, extremely fast!

10. THE UNTOUCHABLES (Ocean)
A great variety of shoot-'em-up games programmed with great attention to detail, and superbly presented – especially on disk.

amiga

1. BLOOD MONEY (Psygnosis)
An excellent shoot-'em-up. A touch hard, but worth it for the graphics. Two-player mode can provoke heated arguments over stealing the other person's blood money!

2. STARGLIDER 2 (Rainbird)
I didn't think much of the original, but the sequel married adventure and arcade elements pretty much flawlessly. And the graphic/sonic presentation is amazing!

3. ATRON 5000 (Players)
Until the disk corrupted this was *the* office favourite. The ultimate *Tron* light-cycle game, with a superb selection of power-ups.

4. KICK OFF (Anco)
Football games usually send me to sleep, but this laser-fast game is a definite exception. The heart of the game is fast reactions and good ideas for making attacks. Best with two players.

5. BATMAN (Ocean)
A really great game. The Batmobile and Batwing sections look unbelievably good, and play really well. The Axis/Cathedral sections lack the dark mood of the movie but are still highly attractive and playable.

6. XENON 2 (Imageworks)
A graphic showcase, complete with an awesome range of weapons and great sonics. Hasn't got quite the variety of *Blood Money*, but still incredible.

7. MILLENNIUM 2.2 (Electric Dreams)
An incredibly atmospheric SF strategy/adventure game. The depth and imagination compare to a novel, but like a book, once it's finished you won't want to play it again too often.

8. BUBBLE BOBBLE (Firebird)
One of the first arcade-perfect coin-op conversions, and still one of the most enjoyable games around. Equally fun with one or two players.

9. NEW ZEALAND STORY (Ocean)
One of the cutest and toughest platforms and ladders games around, this one will keep you coming back long after more famous coin-op conversions are gathering dust.

10. TIME BANDIT (Microdeal)
One of the first really good Amiga games. Loads of levels, including a *Pac-Man*-style level and puzzling *Star Trek* graphic adventure (which I still haven't solved!).

DECADE 80's

ROBIN

64

1. PROJECT: STEALTH FIGHTER (MicroProse)
A perfect simulation for a perfect plane, this *has* to be my all-time favourite game with *no* exceptions. MicroProse went all out to make a superlative flight/combat simulation and succeeded beyond my wildest dreams.

2. LORDS OF MIDNIGHT (Beyond – Alas no more! Sniff!)
The sequel *Doomdark's Revenge* may be a bigger game but there's been nothing like *Lords of Midnight* since which has really blown me away. Mike Singleton, you're a genius!

3. ARMALYTE (Thalamus)
The graphics are perfect and the gameplay a stunning mixture of the best blaster coin-ops around. With a dual player mode to boot, *Armalyte* is the *perfect* shoot-'em-up.

4. BARD'S TALE III (Interplay/Electronic Arts)
Incredibly tough puzzles, masses of hack and slay action, and graphics which are a damn sight better than any of the *Ultima* series.

5. PARADROID (Hewson)
Although *Citadel* came close to challenging Andrew Braybrook's classic, the older product remains the best with fast arcade action, good tactical play and great presentation.

6. TYPHOON OF STEEL (SSI)
Although I prefer more modern wargames, I've a soft spot for this beauty from SSI. Midnight oil by the barrel full was burnt while rewriting World War 2 history – great stuff.

7. DROPZONE (US Gold)
Over five years old and still going strong, what a classic this is with attack waves galore, volcanoes, helpless scientists to rescue and even a natty cloaking device to wear.

8. BOULDER DASH (First Star)
I'm not normally into puzzle games but this one is *the* exception – brain bending, boulder crashing, gem collecting, butterfly flapping, amoeba spreading brilliant stuff!!

9. CITADEL (Electric Dreams)
That wild axeman Martin Walker took long enough over this baby but what emerged has to be the definitive puzzle-action game, one for us intellectuals (? – Ed) and ace game players. Fabulous.

10. THE GREAT ESCAPE (Ocean)
I know, I know. It's getting on a bit now and it's monochrome to the eyes but it's just sooooo atmospheric and I love it (and it's coming out on budget soon – yeah!!!).

11. DEUS EX MACHINA – Only joking!!!!

ROBIN

amiga

F-16 COMBAT PILOT (Digital Integration)
Miles better than the over-hyped *Falcon*, *F-16 Combat Pilot* is a tricky beast to fly but persevere and you'll be rewarded with one strong challenge and massive depth to it all.

2. ATRON 5000 (Players)
Tron (the film) was fantastic and a Light Cycles game was the first game I ever played (on a dinosaur Beeb in my school's computer room). And I'm the Newsfield champ at it so it's got to go in!

3. F.O.F.T. (Gremlin Graphics)
A mixed reception when this one came out but to my mind 16-bit *Elite* was vastly over-rated and F.O.F.T. wipes the floor with it.

4. FERRARI: FORMULA ONE (Electronic Arts)
I like my sims with lots of depth and you can't get much deeper than this one. Mastering the car handling is a task unto itself but throw in masses of options and you've got a cracking good game.

5. EMPIRE (Electronic Arts)
Not so hot in terms of depth or ideas but a charming little wargame to while away the hours with. Awful block graphics and some pretty dire sampled sounds but good fun.

6. ZAK MCKRAKEN (Lucasfilm/US Gold)
I'm not normally into adventures but *Zak* is one *really* funny game from start to finish. Everything about it is whacky, wild and dead good.

7. BATTLEHAWKS: 1942 (Lucasfilm/US Gold)
This Lucasfilm flight-combat sim has a realism all of its own and to my mind beats *Interceptor* hands down. Better than the WWII newsreels in fact.

8. SIM CITY (Infogrames)
A brand spanking new one but instantly a classic with all sorts of cities to dream up and fiddle about with.

9. NORTH AND SOUTH (Infogrames)
Very, very slick indeed with some hilarious touches. If any game could have knocked *Kick Off* off the top slot as the ZZAP! Office fave it had to be this one.

10. GYREX (The Power House (I think!))
Gyruss was a pretty potent coin-op for its time and has a quaint charm. This rip-off is immense fun to play.

DECADE 80's

PHIL

64

1. MICROPROSE SOCCER (MicroProse!)
Well, what do you expect for my number one, a flight sim?! This is definitely the best soccer game on the 64, lacking the tactical elements of *Emlyn* but much more playable.

2. PARADROID (Hewson)
Brilliant presentation complements the amazingly addictive shoot-'em-up action with a good dose of strategy to boot. Perfection.

3. GHOSTS 'N' GOBLINS (Elite)
For my money, still the most playable coin-op conversion on the 64. The playability matches the brilliant presentation – let's hope *Ghouls 'N' Ghosts* is anywhere near as good.

4. DOOMDARK'S REVENGE (Beyond)
Surely the best sequel ever made, improving on the brilliant original (see below). Now when's *Eye Of The Moon* (part 3) ever going to come out?!

5. LORDS OF MIDNIGHT (Beyond)
A milestone in software if ever there was one. A classic mixture of adventure and strategy with a massive landscape to explore and a multitude of possible sub-missions.

6. REVS (Firebird)
Far more realistic than *Pitstop II*, this is definitely my favourite 64 racing game. A Geoff Crammond masterpiece.

7. SPINDIZZY (Electric Dreams)
The isometric 3-D graphics are perfect, matching the challenging, ever-so-addictive gameplay. Infinitely better than the official *Marble Madness* conversion.

8. ALTER EGO (Activision)
Simply the most lifelike simulation of all time. It's weird but so absorbing – it can easily take over your real life!

9. STUNT CAR RACER (Firebird)
Another Geoff Crammond masterpiece. The solid 3-D graphics are astonishingly fast and the way you perform huge leaps makes this a unique and exhilarating race game.

10. THE SENTINEL (Firebird)
Probably the game with the greatest feeling of tension as you try to hide from the sentinel. The solid 3-D graphics are outstanding. Geoff Crammond is a genius!

amiga

1. KICK OFF (Anco)
Despite the bugs it's the greatest footy sim ever. It's been an unassailable ZZAP! office favourite ever since it came out. I can't wait for *Extra Time* and *Player Manager!*

2. TV SPORTS FOOTBALL (Cinemaware)
The most realistic version of American Football yet. The presentation is superb, adding a great razzmatazz atmosphere to the near-perfect gameplay.

3. SIMCITY (Infogrames)
Another one of those games you can play for hours without realising it. I love the way a simple set of rules is applied to create complex evolutions.

4. FERRARI FORMULA ONE (Electronic Arts)
A near-perfect simulation of Formula One and by far the most realistic racing game around. Some people don't like the mouse control, but I find it more realistic than using a joystick.

5. BLOOD MONEY (Psygnosis)
The two-player option makes a good shoot-'em-up into a great one. This was another firm office favourite (until Rob H 'accidentally' corrupted the disk!).

6. ROCKET RANGER (Cinemaware)
The gorgeous presentation creates a superb '30s atmosphere, one of the best in any computer game. And the mixture of strategy/adventure and arcade sub-games works surprisingly well.

7. ATRON 5000 (Players)
For such a simple game this is incredibly addictive. Another outstanding two-player game – I'll win one of these days!

8. NORTH & SOUTH (Infogrames)
Wargames were never so much fun, although admittedly the strategy is only secondary to the brilliant comic action. Two player games are hilarious fun.

9. STARGLIDER II (Rainbird)
Probably still the most technically brilliant piece of software on the Amiga. The 3-D graphics are astounding and the sound is the most atmospheric I've ever heard. And it's a fab game too!

10. STARRAY (Logotron)
A great shoot-'em-up that I still pick up and play now and again. It's also my brother's favourite game and he insisted I put it in my top ten!



GET READY FOR A HORRIFIC HOGMANAY!

And win a video/TV combo from US Gold!!



Wooooh! Spooooooooky things are happening this New Year as horrible hobgoblins, scary skeletons, and many a ghastly ghoulie crawls out of the woodwork. Nope, they're not the Fear writers off to the annual Newsfield party, no sir the supernatural creatures are off to play *Ghouls 'N' Ghosts*, the brand new coin-op conversion from Capcom.

To really get you into the spirit (groan!) of things and to make sure you're going to have one hell of a time US Gold have conjured up a well posh Amstrad TVR3 Combination VHS Video Recorder and 20-inch Colour Monitor complete with Remote Control, HQ High Picture Quality, 14 day timer, and lots of other spooky features. Perfect for those long Midnight-hour games of *Ghouls 'N' Ghosts* and just the thing for watching all those late night horror flicks on. And all from the comfort of your own coffin with Spook-ghetti and Ghoulash to eat at the same time!!! US Gold are also throwing in three horror videos for the lucky winner while 25 runner-ups get copies of the smash hit game.

To have the wickedest TV system in your graveyard just answer these five dead easy questions (zombies may well have difficulties given the lack of brains).

1. Name two other hit coin-op conversions that Software Creations have written.
2. Which arcade game is *Ghouls 'N' Ghosts* the sequel to?
3. How many levels are there to the *Ghouls 'N' Ghosts*. . . . ?
4. Name one other type of weapon that Arthur can pick up in the game.
5. And what's the name of the gallant princess-rescuing hero in the game?

Now, providing your brains haven't been eaten by zombies or your soul possessed by creepy creatures (like that TGM crowd), just scribble the answers (and what computer you own) on a postcard, sealed envelope, or pumping heart and send it to ***THE GREAT GHOULISH AND GHOSTLY COMPETITION, ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB.***

The usual competition rules apply (no Newsfield employees, rotting zombies, or Grand Demons from the 62nd plane of Hell can enter). All entries to be recieved before 22nd January otherwise you won't stand a ghost of a chance!! (Sorry, couldn't resist that one!)

CALE BROS' SYS SUCCESS

The Cale brothers have pretty much dominated beat-'em-up arcade adventures ever since *The Last Ninja*, released in mid-1987. The success of their games, particularly in America, means the System 3 car park is blessed with a pair of Ferraris. To follow up the sizzling *Tusker* and *Myth*, Mark Cale is watching over the completion of a Ninja-style arcade adventure without ninjas — *Vendetta*. The marketing blitz for which is being handled by Adrian Cale. But programming is by a relative newcomer at the company, STAN SCHEMBRI, who took some time out to talk with ROBIN HOGG.

You've been with System 3 for about a year now, how did you get involved in programming in the first place.?

When I was 16 I had an Acorn Atom (!), a kit thing which I built myself. With no software industry to speak of at the time there weren't many offers coming in and I wrote some very small utility programs. I wrote a Bug Byte game that was never published, including a rendition of *Breakout* but that was about all.

After the stint with the Atom I decided to get back into electronics and went to Intelligent Software, the people responsible for the Enterprise fiasco. I designed the software for a pretty basic 6502 based portable chess game.

The experience with Intelligent Software was good but ultimately not what I wanted to do. The C64 was making an impact and I went to do some work for Palace, writing *Cauldron*, *Cauldron 2*, and *Barbarian – The Ultimate Warrior*. *Stifflip & Co.* was another and the sound routines and tunes in *Defender Of The Crown* are mine as well.

I left Palace on good terms and for about a year I've been working for System 3, firstly helping out with *Tusker* and now *Vendetta*.

Which brings us bang up to date of course. What sort of hours has *Vendetta* taken up?

It's been roughly 12 hours work a day, 7:30 in the morning through to around 7:00 at night. Lately it's been pretty intense, with all hours worked as a real rush sets in to finish the job, even though the deadlines are pretty flexible. I used to work at the System 3 offices but quickly found that, although the atmosphere was great there, it just made life difficult with too many distractions. Now I work from home which isn't too far away.

Tell us about *Vendetta*, Stan.

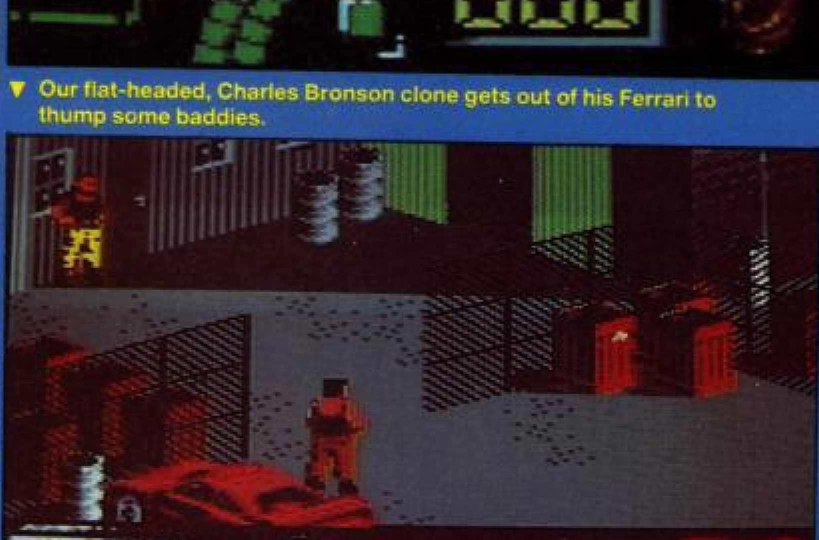
Vendetta is a lot more modern a game than *Ninja*, and also a lot more violent with blood and guts. It's pushing the Ninja format into a different area while still retaining the general appeal. Kids respond to violence and *Vendetta* most certainly is violent.

The idea behind *Vendetta* isn't a simple one like certain other arcade adventures, it's based around a kidnapping of a nuclear scientist's daughter. She's being held captive by terrorists who are forcing her scientist father to work on a nuclear bomb.

▼ A helicopter gunship swoops in low as our hero tries to find the accelerator.



▼ Our flat-headed, Charles Bronson clone gets out of his Ferrari to thump some baddies.



TEM FOR

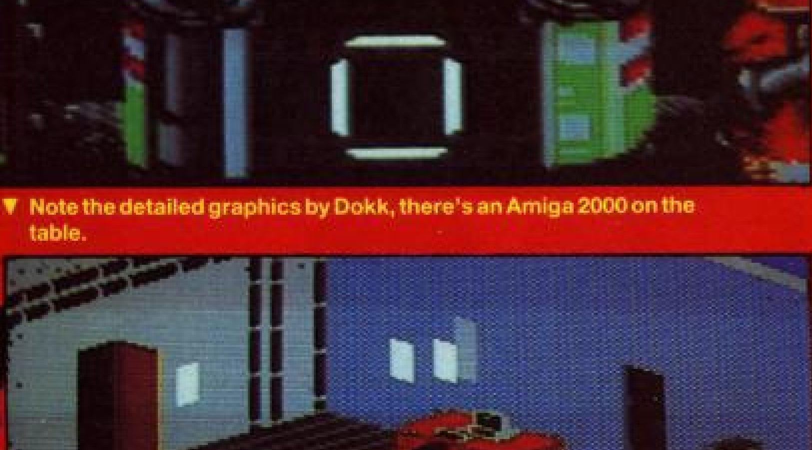
▼ Stan 'The Man' Schembri.



▼ In a disused army barracks with just a Rambo-sized knife to defend yourself with.



▼ Note the detailed graphics by Dokk, there's an Amiga 2000 on the table.



The game is set over three locations, beginning with the harbour/docks area where things aren't too difficult. There are terrorists around, both unarmed and armed, plus the obligatory weapons to pick up including an Uzi and a Kalashnikov AK-47; initially unloaded of course – the correct ammunition has to be found before the guns can be used. Otherwise you're stuck with a knife and your fists. A bullet proof vest can be picked up and worn to reduce energy loss temporarily – you've only got one life of course.

After the Harbour it's on to a disused Army barracks where the bad guys are hiding in tanks and need to be flushed out with a grenade down the hatch. There are suicide terrorists as well.

Following that you arrive at the airport where the daughter is being held. You can search the area, investigate inside hangars and suchlike but in the final stages things are getting difficult and you have to be careful [There's a nasty booby trap on this level which Stan told us about but for yours and System 3's sake it's best we don't reveal what it is – let's just say it's pretty nasty].

Vendetta, like *Tusker*, has got different modes of action, a MANIPULATE mode when you can use objects found in the game (a rucksack on your back holds any useful objects) and then there's the FIGHT mode when weapons are used for firing at the terrorists or hand-to-hand combat. There are objects around to pick up including wire cutters for use later on, personal belongings dropped by the girl (which serve as evidence of her kidnapping), and a video to reveal vital clues.

A lot of companies are headed for a racing car Xmas this year and even *Vendetta* hasn't ignored the racing theme as Stan explained . . .

Even with the arcade adventure side to it I felt it would be nice (for the gameplayer) to have an intermission between 'levels' and give the player something to do. Now we have a car driving scene (much like *Turbo Out Run*) where you're racing to the next scene, fighting off the terrorists along the way.

The car can be found in the first section but you need the ignition keys *and* codes to activate its internal weapon systems, although you *can* drive the car without weapons. After all, if someone pays money for a game then you've got to give them a fighting chance.

There are also forks in the road and you'll need to activate the car's map system if you want to get to the next scene in time. Arrows flash up, indicating the way you need to go – without it you'll have to go quick to find the correct route and beat the one hour time limit for the game.

There's a wonderful graphic sequence at the start of *Vendetta* where a VCR replays the kidnapping on a monitor. When was that put in?

During a mass of coding I suddenly hit a programming wall and needed some graphics there and then, Dokk [who is doing the graphics for *Vendetta*] was working on some other graphics at the time and couldn't help. Luckily Tony Hagar was there at the time and he was effectively told to 'do something' while he was there. The sequence was knocked up in a day and now looks set to go in the final game.

Although System 3 storyboarded the game just over a year ago it has been modified constantly and many ideas have come and gone within the game. Ideas have come from many violent videos including *RoboCop*, of course, *Terminator*, and *Aliens* – over-the-top action with blood splats appearing when people are shot. One of the guns in the game also has a similar sound effect to one in *Aliens* [the Maniacs of Noise are doing the sound effects although there are no in-game tunes].

Vendetta will bridge the gap between the *Last Ninja* style games, I found that *Last Ninja 2* was never thrilling. If you messed up in the middle of a game – didn't collect the right object or whatever then that was it; game over. With *Vendetta* I wanted it to be possible to complete the game even without going through all of it in the correct order. It's a lot more lenient than *Ninja 2*. There's an overall mission to the game but also, in a *Ninja* style, there are lesser tasks to undertake in each load.

How many loads will it be?

There's four loads in all with each section made up of 10 screens. The final encounter in Central Park will be made up of five screens as the hero explores the park to find the terrorists, kill them and rescue the scientist.

The end sequence isn't in as yet, it's looking difficult to get it all on disk, how much memory dictates what's going in and, as ever, things are very tight with the 64K of memory all gone. The code is split up into roughly three equal parts, with around one third made up of the actual program code for movement, collision detection and so on. Another third is taken up with the graphic data (in effect a jigsaw with individual bits of graphic or 'components' put into place on each screen, and where necessary graphics are repeated to save on memory).

The last third of memory is taken up with manipulating objects. I'd really like a hardware extension to the 64! There's far, far more graphics and animation in this than anything before; 200 and something graphics so far. I've tried to make the animation on the figure a lot more realistic, and move away from the *Ninja* style.

It's interesting to see how it's come out after all this time, it's planned for January so when it does arrive it'll have been in development for over a year and it has changed quite a bit. It'll probably be a one-off though – I'm too exhausted to think of doing a sequel!



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THE LAB REPORT

Form 2-19

Rorschach

Scientific Stationary

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

Before anything else I must apologise for last month's intro — it was exactly the same as the one the month before! So I didn't get the chance to tell you about what a lousy Christmas I had. I must also point out the mix-up was not my fault, the Geek muddled up my files because I didn't give him what he wanted for Christmas, ie a new leg — well what's wrong with (a) second hand?! Last month you may also have noticed that Ed nicked another of my reviews. If this happens again I'll have to give him urgent unanaesthetised brain surgery with a pickaxe!

Onto this month, and only one review I'm afraid, but the Geek insisted on putting in some tips which got squeezed out of the last issue. Next month I hope to have a full review of Future Wars from French software house Delphine, and the long-awaited Space Quest III from Sierra On-Line. Until then, I'll wish you a belated Happy New Year!

LAB Report

INDY: THE GRAPHIC ADVENTURE

Lucasfilm/US Gold, Amiga £24.99

Zak McKraken was one of those game which all ZZAP!'s reviewers drooled over, a unique achievement for an adventure! Now the unique format has been updated for *Indy: The Adventure Game* and it took all my cunning, and the sneakiness of the Geek, to grab the review copy from the Welshman.

The game follows the structure of the film quite closely, with a number of arcade sequences included as well. A hilarious start sequence has Indy dripping wet from recovering the fabulous Cross of Coronado, trudging into Barnett College. After Prof Marcus Brody fills him in on some college news Indy is free to wander about, trying to follow in Harrison Ford's footsteps. People who've seen the film will obviously have a slight advantage, but lots of details have been changed so no-one's going to find it easy.

After a visit to his student-filled office Indy gets the yearning for the quieter life of battling Nazis. In any case he is soon taken to see Walter Donovan, a wealthy industrialist. Donovan, like Hitler and quite a few real US industrialists of the time, has become obsessed with mysticism, mythology and archaeology; in his case symbolised by the Holy Grail, the chalice which caught the blood of Christ when he was on the cross. Anyone who now drinks from the Grail may live forever, Donovan believes.

Indy's father was also interested in the chalice, and has disappeared while looking for it on Donovan's behalf. Indy must now find both his father and the Grail. A plane is put at his disposal to take him to Venice, which is where his father was last seen. But first Indy must find his father's diary, which will provide invaluable advice on his quest.

Finding the diary shouldn't prove that hard. As in *Zak McKraken* you move Indy around simply by pointing and clicking with the mouse. More complex actions mean you have to use the keywords at the bottom of the screen. For example, to ring the bell in a boxing ring you click on 'Use', the word appears on the sentence line and then you click on the object you want. In this case it's a mallet, resulting in the sentence 'Use mallet with', click on the bell to put the word in the sentence, then click again to put it into action. It's all very simple, allowing a good deal of flexibility without vocab problems.



After meeting Dr Elsa Schneider in Venice, Indy must find his way into the catacombs to find the shield. Once near the catacombs' hidden entrance the Grail Diary – which loads in cryptic, but vital clues – can be ▶

used. When you get in the catacombs the view switches to an overhead one, a tiny Indy figure moves around the maze with only a small area around him illuminated.

With information from the catacombs Indy learns his father is being held prisoner by Nazis in a castle. Once in the castle you can get into fistfights with the Nazis in proper arcade fashion, although punches, blocks, and movement is by keypad not joystick. According to the instructions you can always avoid fights if you're clever enough, but they're good fun anyway.

After freeing Dr Jones, Indy pays a visit to Berlin then tries to escape Germany in a Zeppelin. But the airship turns around mid-flight, forcing Indy to escape in a plane. This leads to another sub-game, with a first-person perspective of the cockpit. While Dr Jones shoots at the German fighters, Indy must keep the plane steady. Eventually though, the plane's shot down. Then it's on to the Middle East where you arrive in the Grail Temple to have another confrontation with the Nazis.

Like most 16-bit Lucasfilm games *Indy* started out as a PC product, before being converted to the ST and Amiga. The graphics then, are all quite attractive and nicely detailed but make very little use of the Amiga. Sound *is* improved from the PC/ST, with some great samples such as the squelch of Indy's boots at the start, but the tunes are disappointing. More importantly there's a good save feature, allowing you save over a dozen files to a blank disk – but sadly no RAM save.

The game is great fun to play, with some good puzzles, although obviously not quite the depth of an Infocom game. Also, humour isn't quite up to the standard of *Zak*, but this is still an essential purchase for fans of the movie, and most adventurers as well.

ATMOSPHERE	**91%**
PUZZLE FACTOR	**79%**
INTERACTION	**84%**
LASTABILITY	**85%**
OVERALL	**86%**

SCIENTIFIC SUGGESTIONS with The GEEK

Hobble Gobble, Geek freaks! Yes, it's another month, another year, another decade (another boring intro – Norman) and have I got some tips for you? Well, I dunno, let's have a look down my trousers. My God, what's that huge thing down there? Oh yes, it's a mega map and solution for *Quest For The Golden Eggcup*, sent in by The Spyroglaze Duet aka Martin and Jonathan Griffin. As this missed last issue (due to lack of space) they get last month's £30 worth of software – see, I didn't nick it! This month's prize goes to 'King Dave' of Merseyside for his useful *Fish!* tips (can anyone help him fnd the FILTER?). Keep sending in the tips (and maps) and till next month, keep your head on straight and don't get legless!

KEY

Items which you cannot pick up are in [ ].
For example, [Photocopier].

[Cabinet] → **golden egg**, watering can.
This means that after examining the item in square brackets an object will be revealed.

Items in **bold** are essential to complete the game.

(1) EXAM FLOOR (this reveals a **credit card**).

(2) RING BELL, ENTER – to cross river.

(3)RING BELL, ENTER, SHOW CARD TO FERRYMAN – to cross river again.

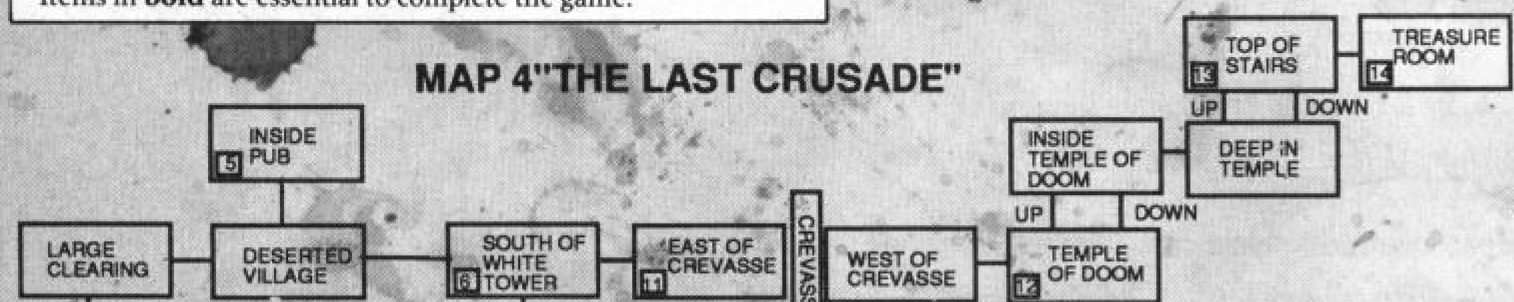
(4) [Pot], soup, **cage**
GIVE WONGO BOTTLE – to get **wand**

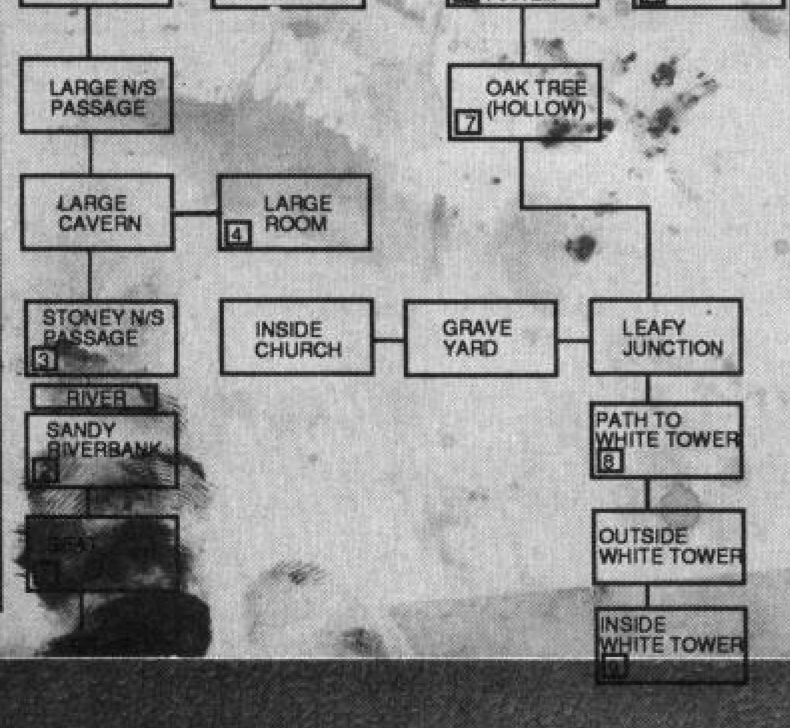
(5) [Bench], sword

(6) Coal

(7) To enter tree – UP, ENTER. Here put the useless objects you don't need. When the floor caves in, you'll get a **bronze egg**.

MAP 4"THE LAST CRUSADE"





(8) white stick

(9) UP, UP – to get to top of tower.

(10) **silver egg**

(11) WAVE WAND – to cross crevasse.

(12) To open gates (when you have golden key) – OPEN GATE.

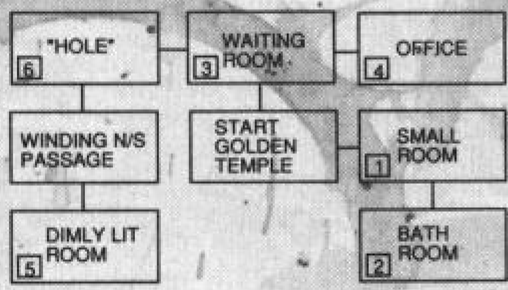
(13) [Guardian]
OPEN CAGE – to release bird and to get rid of the guardian.

(14) poster, [sign]
Here you should drop the bronze, silver, and gold eggs. You'll be rewarded with the **GOLDEN EGGCUP**. Now, get back to the start of the game, in Map 1, at the GOLDEN TEMPLE. When God appears type: GIVE GOD GOLDEN EGGCUP. And you've completed the game!

(1) **[Bed]** → object
LOOK UNDER BED

(2) slippers, **robe**
GET ROBE
WEAR ROBE
[Bath] → rubber duck

(3) [Bench] → clipboard

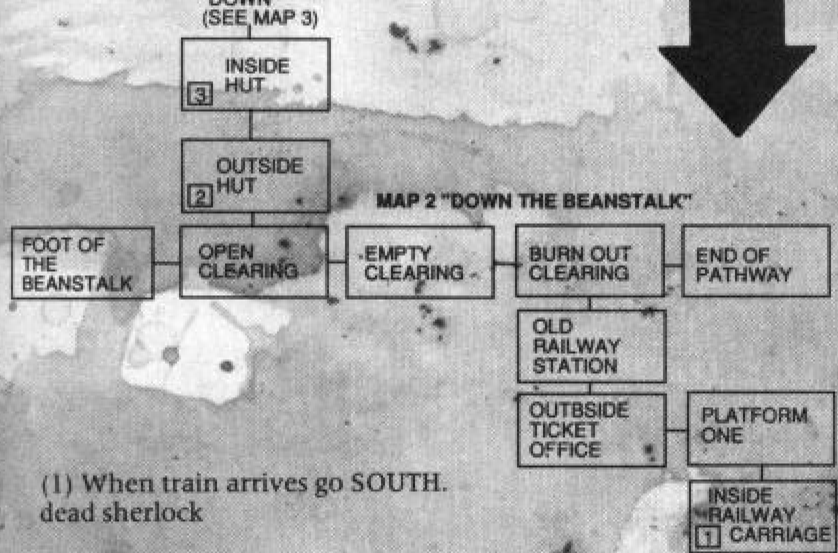


MAP 1 "KINGDOM OF HEAVEN"

(4) [Desk], [Photocopier], [Cabinet] = watering can, **golden egg**.

(5) turban, jeans, **beans**

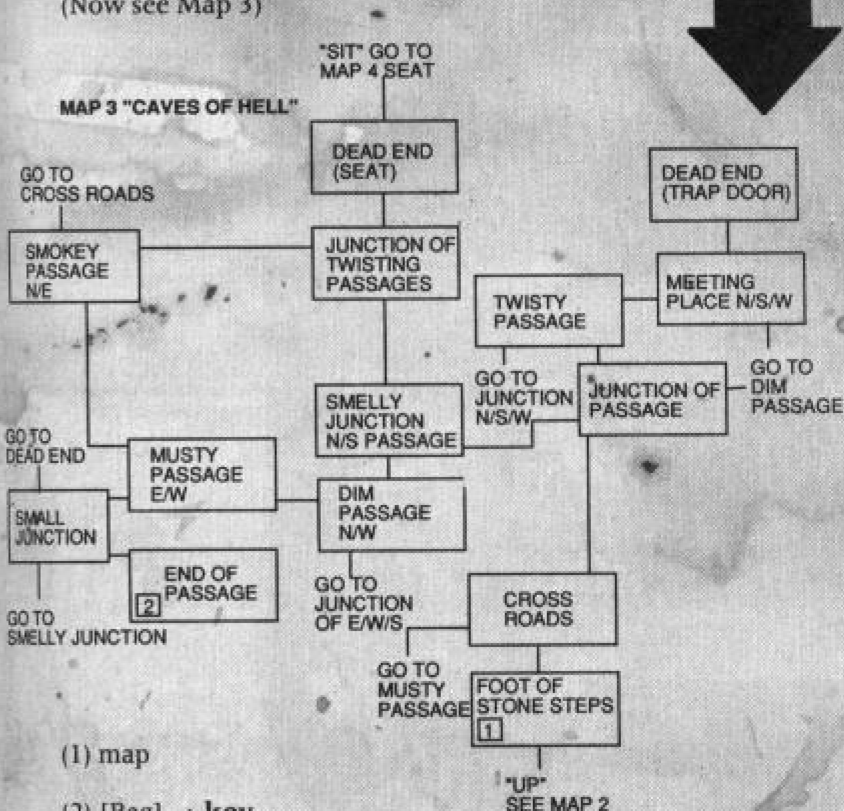
(6) When you have all the items you require, DROP ALL DOWN HOLE, then DOWN (Go to Map 2).
To get to the bottom of the beanstalk DOWN twice.



(1) When train arrives go SOUTH.
dead sherlock

(2) [Guard
GIVE GUARD BEANS . . . 'Bang!'. This will reveal **bottle**, axe

(3) Make sure you are wearing the robe when you go DOWN from here. Without it you will be in complete darkness.
DOWN
(Now see Map 3)



(1) map

(2) [Bag] → **key**

When you have the CAGE from Map 4, use it to catch the bird, ie CATCH BIRD IN CAGE.

CLEVER CONTACTS

Stuck? Need help? Well, don't bother calling the AA (they may be very nice but they know sod all about adventures!). What you need is a CC (Clever Contact, of course!) – just send them an SSAE (or ring if there's a phone no.) and they'll be glad to help. They're also very nice . . . very, very nice . . . very, very, very . . .

Herbes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69.
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY.
Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death.
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH.
Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood.
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN.

Quest For The Lost Leg
The Geek, The Extremely Dingy Dungeon, ZZAP! Towers

Adventureland, Subsunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, New Zealand.
Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland.
Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork II, Zork III, Exodus, Ultima III, Ultima IV, Ultima V, The Boggit, Never Ending Story, The Hulk, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the Rings, Quest for the Holy Grail, Hacker, Starcross, Moonmist, Frankenstein, Winter Wonderland, Imagination, Jack The Ripper, Leather Goddesses Of Phobos, The Pawn, Borrowed Time, Déjà Vu, Planetfall, Hitch Hikers Guide To The Galaxy, Dodgy Geezers, Tass Times in Tone Town, Return To Eden, Snowball, Worm in Paradise, Stationfall.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU.
Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorcerer of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's [illegible] The Hobbit, Lord of the Rings, The Shadows of [illegible], Guild of Thieves, Jinxter.
Warren Lee [illegible] Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending Story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SE.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie [illegible], Very Big Cave Adventure, Wishbringer, Worm [illegible] Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, [illegible] Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka I, II, III, IV, Zim Zala Bim, Cricket Crazy I, Kobyashi Naru.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP (No more phone calls, please)

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureaucracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey, GU15 1EG.

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP.

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Déjà Vu, Shadowgate, The Three Musketeers, Plundered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol, BS209RL.
Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland, EH30 9NA.

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ.
Tel: 0530 415103 (5-10pm)

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Never Ending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

Football Frenzy, Cricket Crazy, Mindshadow, The Quest For The Holy Grail, Se-kaa Of Ashiah (part 1), Never Ending Story, Kentilla, Zzzz, Time Tunnel, Castle Of Terror.
Peter J R Laws, 60 Standard Rd, Enfield, Middlesex, EN3 6DP.

Time Tunnel, Quest For The Golden [illegible], Spiderman, Wolfman (all parts).
Kevin Moffat, 5 Parsonspool, Dunbar, East Lothian, EH42 1[illegible]

HIT ME WITH YOUR RHYTHM STICK!

And win some rhythm sticks (plus guitar and keyboard)!!

ZZAP! COMP



Thalamus have gone mad yet again! Is there no end to the barmpots' generosity? Still, we'll excuse them their little eccentricities when they keep coming up with brilliant stuff like *Retrograde*. This Sizzling shoot-'em-up is the latest in a long line of brilliant original games.

It's sure to be a big hit, as are the weird musical instruments Thalamus are offering the winner of this quirky comp. Matchbox Hitstruments are all designed to be played in 'mid-air'. The first-prize winner will get three of them: a pair of Hit-Stix drumsticks, a Hit-Guitar coming in two parts – one strapped to your waist, the other held in your hand (at last I can really play air guitar! – Robin), and some Hit-Keys to strap to your wrists. 20 runners-up will also get a T-shirt and a copy of *Retrograde* plus a glossy, signed, limited edition print of the artwork.

So what do you have to do? Simple, just answer these three easy questions . . .

1. How many planets are there to blow up in *Retrograde*?

2. What is the name of your home planet? (in the game, silly!)

3. What is the currency called?

Easy weren't they? Just stick the answers on the back of a postcard or sealed envelope and send it to ***ANOTHER THALAMUS HIT COMP, ZZAP! TOWERS, PO Box 10, Ludlow, Shropshire SY8 1DB.***

(Usual competition rules apply and entries must be received by January 22 at the latest.)

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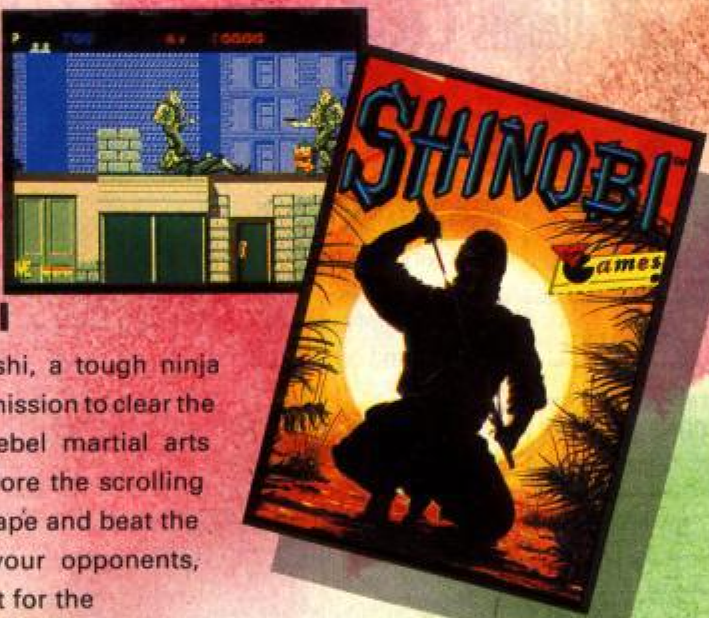
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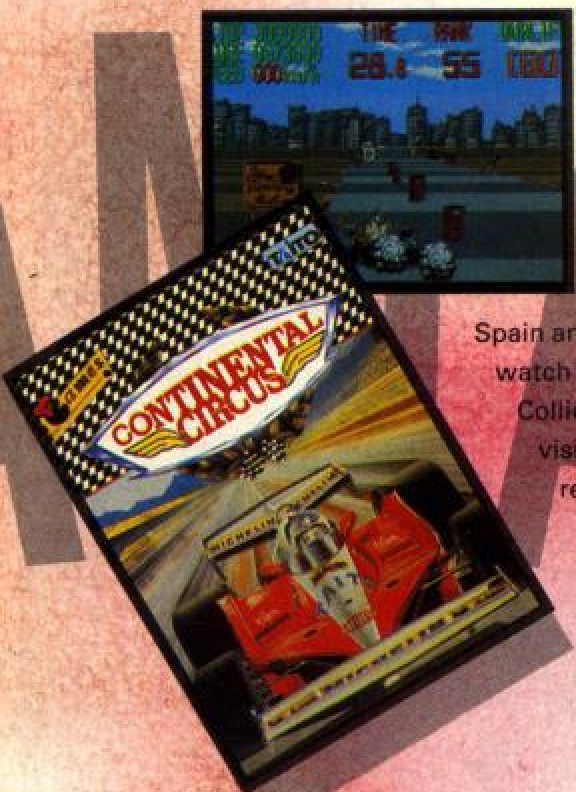
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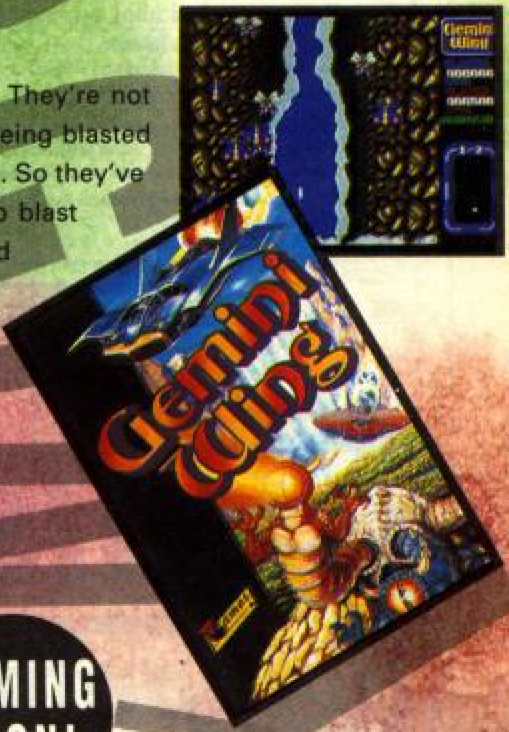
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SCORELORD



How pathetic! Am I suffering from Harpic hallucinations or does that whinging Welshman still have more than his fair share (ie none) of high scores? Surely this beer-swilling bottom burp with the intellect of a dead flea can be beaten! And I see that even feeble Footie Phil has gained entry to my hall of fame – what is your world coming to when these two pathetic excuses for protozoa can't be beaten off this page altogether? It's enough to drive anyone to drink – if something isn't done soon I'll end up at the Batty Fird clinic for bleachaholics.

720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 ;' Emmins, Stratford, London E15

APB (Tengen/Domark)
49,655 (Day 10) Lenny, Warley, West Midlands

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones, Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN II (Palace)
314,000 Paul 'Pablo' Blom, Nieuwegein, Holland
310,000 Lee Tanner, Basildon, Essex
298,970 Karl Green, Acklam, Cleveland

BATMAN: THE MOVIE (Ocean)
910,400 R Egan, Nuneaton, Warwickshire
616,420 Gaspart Arnaud, Huldenberg, Belgium
605,190 (Completed) Matthew Phypers, Derby

(Amiga)
361,830 (Completed) Bret 'Ice' Crossley, Rothwell, Leeds
325,830 Richard Lawton, Birley Carr
262,020 Anon, Surrey

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,974,350 (Completed) C Roberts, Middlesbrough

BIONIC COMMANDO (Go!)
1,352,820 Marc Spence, Leeds, W Yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,150,620 A Barnett, Spencely, Salop

BLOOD MONEY (Psygnosis) (Amiga)
319,300 (Completed – Again!) C Hall, Houghton-le-Spring, Tyne and Wear
126,450 Christian Madsen, Denmark
111,800 Stuart Wynne, ZZAP! Towers

BUBBLE BOBBLE (Firebird)
8,693,110 Phil Hutchinson, Heage, Derbyshire
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire

BUGGY BOY (Elite)
149,930 Shane McElroy, Newry, N Ireland
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk

CITADEL (Electric Dreams)
1,237,750 Mark Clements, Kettering, Northants
496,950 Mark Clements, Kettering, Northants
339,986 Chris McCallam, Broadstone, Dorset

CYBERNOID (Hewson)
238,430 Donovan James, West Bromwich, West Midlands
135,875 Wayne Fowler, Basildon, Essex
132,270 Dean 'SJT' James, West Bromwich, West Midlands

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

DOGS OF WAR (Elite) (Amiga)
110,750 (Five missions completed) Rob 'Gun Mad' H, ZZAP! Towers

DYNAMITE DUX (Activision) (Amiga)
191,710 Phil King, ZZAP! Towers

FIRST STRIKE (Elite)
73,300 Rob H, ZZAP! Towers

GEMINI WING (Virgin) 17,395,710 Anonymous

GRYZOR (Ocean)
4,568,500 Stuart Barfoot, Stilton, Cambs
3,003,000 Jukka Piira, Helsinki, Finland
2,802,200 Richard Lunn, Leeds, W Yorks

HAWKEYE (Thalamus)
5,625,380 David McKenzie, Dennistoun, Glasgow
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Kyle Aminoge, Peterborough, Cambs

HUNTER'S MOON (Thalamus)
704,350 Colin Fulton, Ayr, Scotland
631,474 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, West Midlands
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE + (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middlesex

(Amiga)
115,000 John de Vugt Roosendaal, Holland
95,700 Daniel Besser, Bletchley, Milton Keynes

KICK OFF (Anco) (Amiga)
England: 39pts, 1st – Karim Bouali, Tooting
Russia: 42pts, 1st – Stephen Kennett
W Germany: 29pts, 1st – Phil King, ZZAP! Towers

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
2,081,590 Lenny, Warley, West Midlands
1,321,485 Richard Pembridge, Wirral, Merseyside

NEBULUS (Hewson)
216,830 Dennis Watts, Hatfield, Herts
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks

NEW ZEALAND STORY (Ocean)
Completed (513,100) Nicky Paulin, Torrington, Devon
Level 3-2 (220,700) Dave 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

(Amiga)
Level 4-3 Anon, Surrey
Level 2-4 (214,954) Julio Riesco, Pensby, Merseyside
Level 2-4 (148,325) Steve Packer, Chelmsford, Essex

NINJA WARRIORS (Virgin) (Amiga)
107,450 Roboninja Hogg, ZZAP! Towers

OUT RUN (US Gold)
104,984,706 Stuart Pain, Merbein, Australia
95,842,240 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire

PHOBIA (Mirrorsoft)
258,000 (Completed) Peter Hills, Gravesend, Kent

245,750 Gaspart Arnaud, Huldenberg, Belgium

POPULOUS (Electronic Arts) (Amiga)
169,070 Steven Williams, Cwmbach, Mid Glam
161,950 Karl Hughes, Buckley, Clwyd
154,450 Daniel Besser, Bletchley, Milton Keynes

POWER DRIFT (Activision) (Amiga)
1,112,912 Phil King, ZZAP! Towers

PROJECT STEALTH FIGHTER (Microprose)
518,970 JA Moore, Margaret River, W Australia
127,250 Sue Barlow, Guiseley, W Yorks
91,230 Gijsbert Griffioen, Lelystad, Holland

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland

RENEGADE 3 (Imagine)
81,720 Phillip Steventon, Weeping Cross, Staffs

RETROGRADE (Thalamus)
117,500 Rob H, ZZAP! Towers
88,250 Phil King, ZZAP! Towers

RICK DANGEROUS (Firebird)
257,300 (Completed) Casey Gallacher, Reading

ROBOCOP (Ocean) (Amiga)
353,350 (Completed) David Pocock, South Croydon
353,310 (Completed) Bret 'Ice' Crossley, Rothwell, Leeds
353,280 (Completed) Robiocop) H, ZZAP! Towers

R-TYPE (Electric Dreams) (Amiga)
248,300 (Completed) Lee Ellershaw, Blackpool
180,400 (Completed) Rob H, ZZAP! Towers

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
247,005 Gaspart Arnaud, Belgium

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
2,926 Karl Green, Acklam, Cleveland
1,827 Wayne Fowler, Basildon, Essex

SILKWORM (Virgin)
1,307,500 Stephen Blidgeon, Wythenshawe, Manchester
1,072,600 Gaspart Arnaud, Belgium
999,900 Adam Davidson, Prestwich, Manchester
876,500 R Egan, Nuneaton, Warwickshire

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsay, Gilmerton, Edinburgh

STAR PAWS (Software Projects)
848,223 Roy Masson, Worthing, West Sussex
693,378 Kriss, Northolt, Middlesex
647,226 Martin Smith, Warrington, Cheshire

STRIDER (Capcom) (Amiga)
73,250 Rob H, ZZAP! Towers

TARGET RENEGADE (Imagine)
440,226 A Barnett, Spenceley, Salop
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria

TEST DRIVE 2 (Accolade) 235,300 (Completed) Mike Vine, Dagenham, Essex

(Amiga)
247,382 (Completed) Christer Sundin, Kungalv, Sweden
236,931 (Completed) TECH, Kristiansund, Norway
235,388 (Completed) Anon, London

TETRIS (Mirrorsoft)
131,029 J Tillotson, Halifax, W Yorks
92,539 Shane McElroy, Newry, N Ireland
78,986 Stuart Scattergood, Deeside, Clwyd

THING BOUNCES BACK (Gremlin Graphics)
8,875,496 Tim Smith, Nr. Nantwich, Cheshire
4,992,013 William Callaghan, Tipton, West Midlands
3,949,835 Casey Gallacher, Calcot, Reading

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,639,700 Warwick Hunt, Huddersfield, W Yorks

TURBO OUT RUN (US Gold)
12,209,780 Rob 'Road' Hogg, ZZAP! Towers

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gilings, Portsmouth, Hants

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
1,137,000 Aziz Twambley, Bramhall, Cheshire
1,093,200 Michael Collins, Castle Rea, Co Roscommo
1,071,525 MArk Clements, Kettering, Northants

MOST EMBARRASSING KICK OFF THRASHINGS OF THE MONTH

Phil beat Ed Stu 12-1 (even better than last month!)

ZZAP! BUDGET

CoR BlimeY!

THE BUDGET BIT!

HYPERSPORTS
Hit Squad, £2.99 (Rerelease)

The classic Imagine sports sim with the superb 'Chariots Of Fire'-style music has finally been rereleased and is sure to be a hit. No less than six events have been crammed into a single load:
Swimming – left/right keyboard bashing, but remember to come up for air!
Skeet shooting – computer controlled sights, but you've got to select which sight and time your shots in a superb reaction tester.
Long horse – fire to run, to jump off the springboard and launch into somersaults (left/right key bashing again).
Archery – as the target moves down the screen press fire to release your arrow, and choose its angle.
Triple jump – use fire to make your jumps and set the angles.
Weight lifting – keyboard bashing time again.

As you can see *Hypersports* has its fair share of joystick waggling, but unlike many other games of the period there's great gameplay as well. Graphically and sonically superb, with lots of great touches copied from the Konami arcade game, this is the sports sim which even people who hate this type of game will love. An essential purchase.

OVERALL 90%



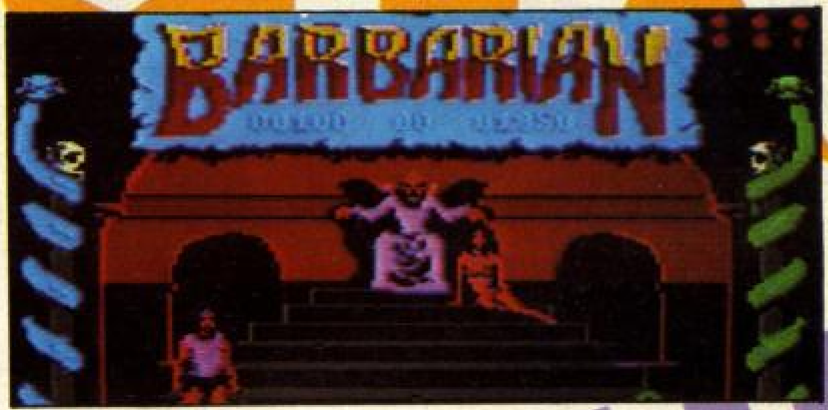
BARBARIAN
Kixx, £2.99 (Rerelease)

A young lady who looks like Maria Whittaker, but calls herself Princess Mariana, has been kidnapped by the evil mage Drax. It's up to you to rescue her.

Outside Drax's castle you engage in sword fights with his guards using 16 different moves, accessed using joystick direction and fire button. Offensive moves are head-butt, kick and a selection of sword moves, each of which wears away a unit of the opponent's energy if successfully executed. Each fighter can take 16 blows before dying, but at any time a well-aimed neck chop can separate a fighter's head from his shoulders, at which point he isn't too keen on continuing the battle.

A single player works his way through increasingly difficult opponents till Mariana is saved, but there's also a two-player option to enable two consenting friends to hack each other to pieces.

Barbarian is unrestrained, almost gratuitous violence, which is a good start, and is backed up by sharp controls and quality graphics. Though hardly spectacular, backgrounds are pleasantly drawn and go some way to setting the fantasy scene, but despite their black-outline blockiness, it's the sprites that steal the show. Fighter poses are



realistic, smooth animation dynamically portrays combat, and the mean little goblin who drags away each corpse adds humour to the hectic action. There's no music but plenty of atmospheric pseudo-sample effects to enhance the visuals.

As a single player game *Barbarian* has plenty of hack 'n' slay fun on offer and there's lots more playability when decapitating a friend – at a mere three quid it deserves a place in your software collection.

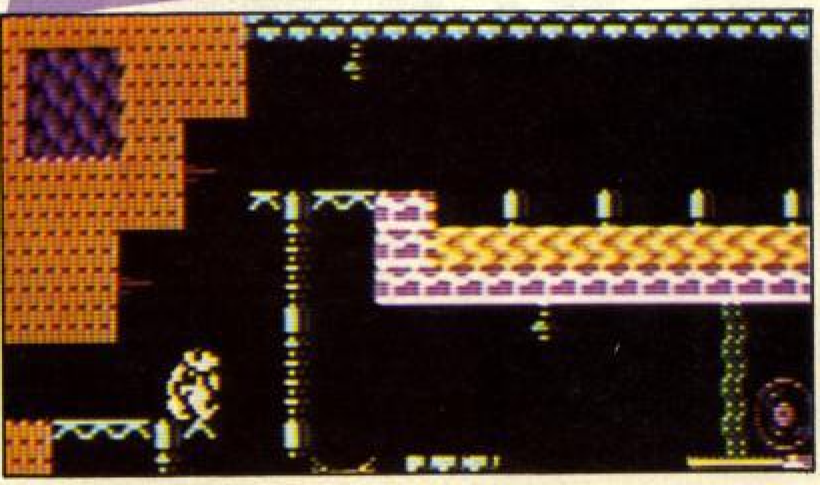
OVERALL 83%

AUF WIEDERSEHEN MONTY
Kixx, £2.99 (Rerelease)

The *Monty Mole* trilogy catapulted Gremlin to stardom. Following his dispute with the miners and the police in the first two games, we now see him leaping through Europe in pursuit of cash to buy a Greek island – Montos no less.

To get the required sum, Monty can collect Euro Cheques or complete tasks in many a European country. A lot of the puzzles are frustratingly obscure and the game exceptionally unforgiving. Spectrum-esque graphics and a hum drum tune don't help either. But in a weird way it seems more attractive now than then, mainly due to the lack of platform games recently. Overly difficult and dated as it is, this might still deserve a look if you feel nostalgic.

OVERALL 58%

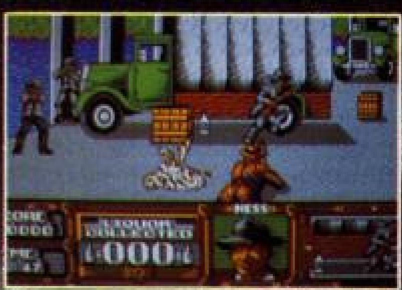


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THE UNTOUC



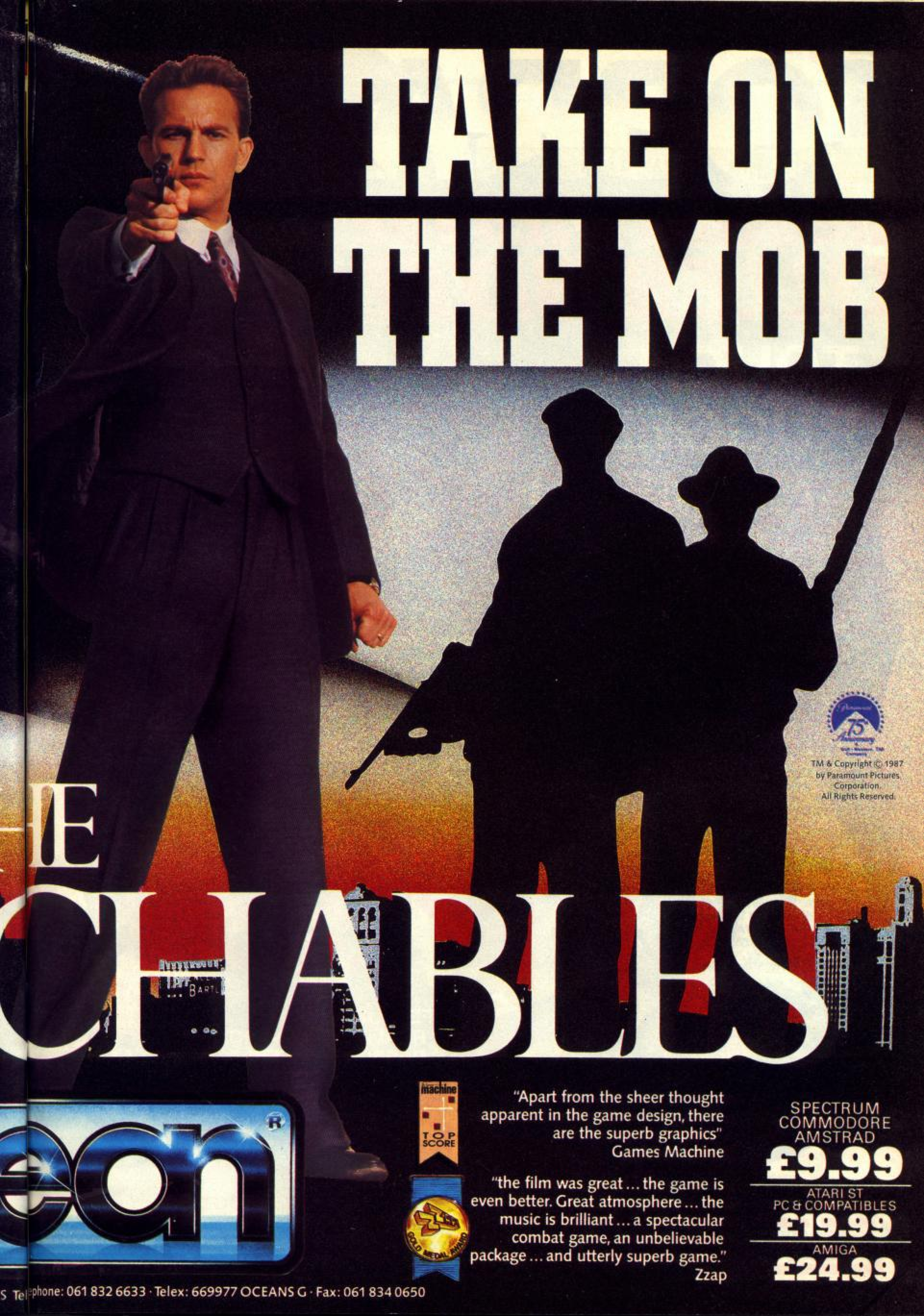
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DON'T DRIVE ME BATTY!

Right, I've got to get it off my chest. PLEASE, no more BATMAN: THE MOVIE tips!!! There's been masses of tips coming through, maps, cheats and so many more I'm suffering from bat-tipitis. Anyway enough of this intro waffle let's get those tips on the road!

WAR IN MIDDLE EARTH – SOLUTION
(Melbourne House)

Thanks to E Seifert **of Highgate in London for this method of beating Sauron and his cronies.**

First leave Frodo and company to follow the way they are going. When they meet Merry take him and keep on going to Rivendell. Before you get there go South at Trollshaws. The hobbits can beat Wolves BUT NOT TROLLS. Wait there till the computer tells you about Gandalf being found. Then bring Gandalf to the Hobbits.

You should make two armies, one to the South (at Welsford) and one to the North (Thraduil's Palace). Do not worry if initial orders are not obeyed. Once the enemy starts moving your armies will start to take orders. You can then meet at the Dagorlad plain.

Now march to Mt Doom and fight the 5000 Orcs and finish off with one of the Hobbits dropping the ring into Mt Doom to complete the game.

(BRILLIANT) BITS AND BOBS

CITADEL
(Electric Dreams)

A great game with a perfect blend of arcade action and brain bending – who says blast-'em-ups can't be intellectual? Certainly not Mr Unknown of Tadworth in Surrey.

```
0   CHR$(147)
1   FOR I=528 TO 597:READ
    A$
2   L=ASC(LEFT$(A$,1)):L=L-
    55:IF L<5 THEN L=L   7
3   R=ASC(RIGHT$(A$,1)):R=
    R-55:IF L<5 THEN R=R+7
.4  V=(L*
    16)+R:C=C+V:POKE
    I,V:NEXT
5   IF C<>7879 THEN PRINT
    "DATA ERROR":END
6   PRINT:PRINT "NOW TYPE
    SYS 528 TO LOAD
    CITADEL"
7   END
10  DATA
    20,2C,F7,A2,00,BD,4F,03,9
    D,FF
11  DATA
    3F,CA,D0,F7,A9,34,8D,F4,0
    3,A9
12  DATA
    40,8D,DA,03,A9,00,8D,D9,0
    3,38
13  DATA
    20,6C,F5,4C,51,03,A9,41,8
    D,B8
14  DATA
    01,A9,02,8D,B9,01,4C,A7,0
    2,A9
15  DATA
    00,8D,B3,8D,A9,30,8D,B5,8
    D,A9
16  DATA
    32,8D,B6,8D,4C,31,01,54,4
    9,4D
```

EQUALIZER

Plug a joystick in Port 1 - switch on the auto fire and when the game starts tap the RESTORE **key to go to any level.**

MISSION ELEVATOR

An oldie but I loved the original coin-op; it was based on *Elevator Action* – great stuff. So here we are with a small Adam Davidson **tip.**

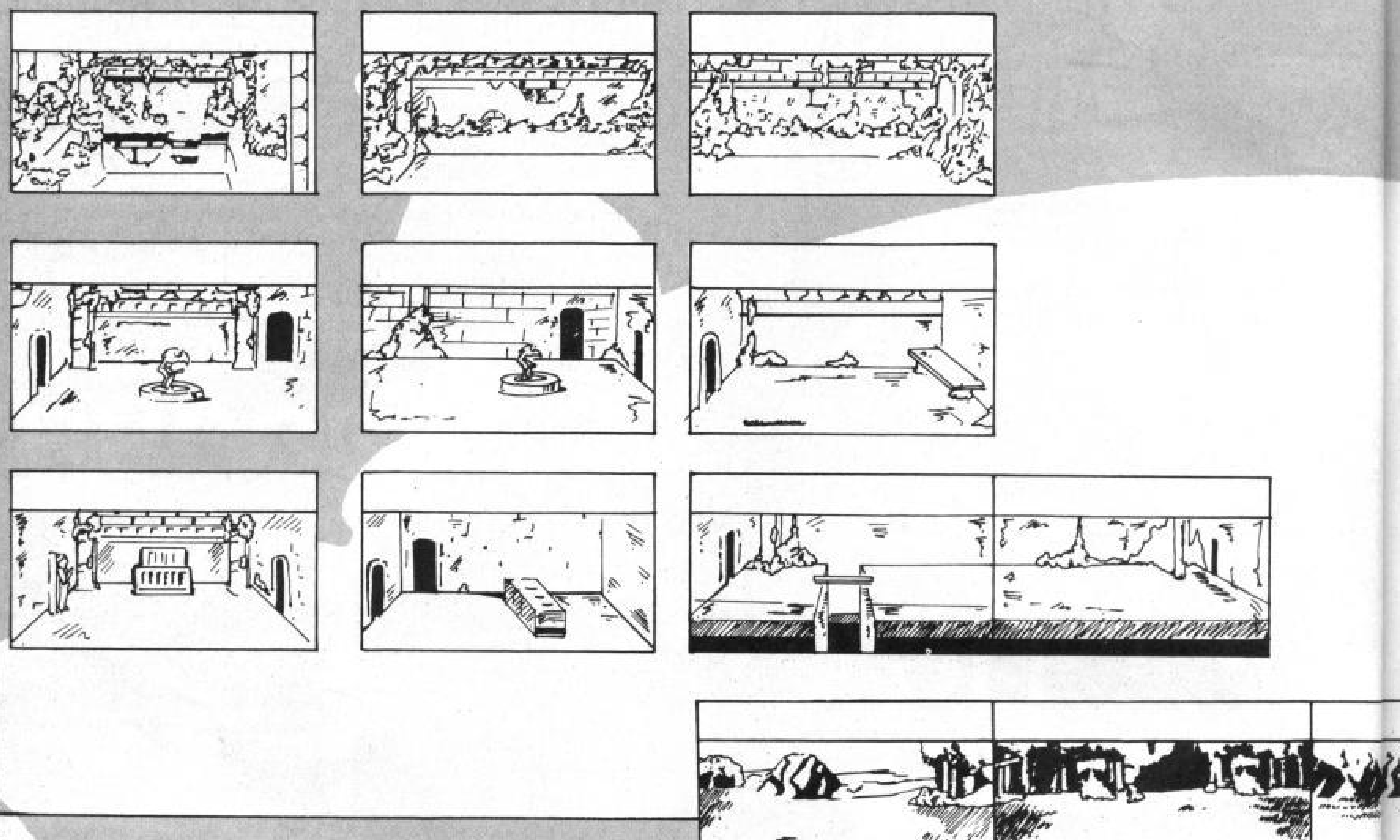
After getting through the second emergency door, every man you kill with a jump kick gives you an extra life.

FORGOTTEN WORLDS

It's taken long enough to get pokes for this (admittedly over-hyped) game but here they are in this shortish listing from an unknown source in Tadworth, Surrey. Mr A Nonymous perhaps?

```
1   1 FOR X=53194 TO
    52341:C=C+Y:POKE
    X,Y:NEXT
2   IF C<>5900 THEN PRINT
    "DATA ERROR":END
3   PRINT "PUT CASSETTE IN
    TO SAVE THE LISTING"
4   SYS 53227:SAVE "FW
    LIST",1,1
5   PRINT "SWITCH THE 64
    OFF AND ON AND
    LOAD":SYS 40960
10  DATA
    32,104,225,169,247,141,14
    2,194,8,76,16,8,32
20  DATA
    213,255,169,227,141,142,1
    6,169,207,141,143,16
30  DATA
    96,169,181,141,174,12,76,0
    ,4,169,207,133
40  DATA
    44,133,46,169,201,133,43,1
    69,235,133,45,96
```

When the READY **message appears after loading type**
SYS 64738 **followed by**
1 SYS 53194
and RUN **to get things going.**



GEMINI WING
(Virgin)

Gemini Wing has seen Zak **(of Zak & Lui) and a** Kid/Orion **of Belgium playing this tough coin-op conversion constantly. To access the different levels try typing in the relevant code when asked at the beginning (press P to bring up the password system). Start the game and the selected level should load in.**

Level 2 – MR. WIMPEY
Level 3 – CLASSICS
Level 4 – WHIZZKID
Level 5 – GUNSHOTS
Level 6 – DOODGUYZ
Level 7 – D.GIBSON

Experience the thrills of the poke from the oddly named BOWL-HEAD **from Macclesfield in Cheshire.**

```
10 REM GEMINI WING CHEAT
   BY BOWL-HEAD
20 FOR A=283 TO 315: READ
   B
30 C=C+B:POKE A,B: NEXT A
40 IF C<>3449 THEN PRINT
   "DATA ERROR!": END
50 POKE 157,128: SYS 283
60 DATA
   32,86,245,169,1,141,42,4,9
   6,72,77,80,32,169,173,141,
   122
70 DATA
   17,162,4,189,35,1,157,203,
   81,202,138,208,246,76,40,8
```

APB

If you have an autofire joystick just switch it on and the police car will repeat forever, forcing the other cars to pull over and giving you some breathing space in the process.

BATMAN: THE MOVIE

A great cheat for this pretty tough Amiga game-of-the-movie.

When the game has loaded and the title music is playing away type in JAMMMMM (five 'M's or more). The screen flips upside down and Holy Cheats you now have infinite Bat-Men!

Thanks to Ian Davis **of Eastbourne for that one.**

CABAL

Nice quick tip here from Mark Kaye **of High Wycombe for this great _Op Thunderbolt_-ish 64 coin-op conversion.**

If you get to level 2 or further and you lose all your lives don't rewind the tape. Leave it running and the next level will load up. You can re-select the options, nothing goes wrong or crashes and you start again with 4 lives and 10 grenades!!

FORGOTTEN WORLDS

More tips for this long-delayed 64 Capcom game courtesy of Stuart Ash **of Stoke-on-Trent.**

On the second level to defeat the end-of-level monster go to the bottom right of the screen where it can't hit you and then do a diagonal up fire to kill it easily. To kill the Dragon on level 4 and the flying monster on level 7 shoot them in the heart.

When you start the game and the star comes up (prior to your man appearing) move the star off the screen and you can go through the level without harm (although you're not visible).

When you're man is about to die press RUN-STOP to pause and change the joystick to the other port and you carry on with the other player.

An easy enough cheat, that one.

KICK OFF
(Anco)

Dean Smith **sent in these tips for the poorer of the two versions of Anco's football game (ie the 64 game). The tips correspond with the relevant numbers on the pitch map (!)**

1. Run at the goal diagonally to catch the goalie off guard.
2. Run directly at the goal and 3 defenders will tackle you. If you dodge them all you've a 99% chance of scoring.
3. If you kick the ball directly at the goalie he dives and you can score! (What a stupid goalie!).
4. Curl the ball in at medium height and every time the lead attacker will run in to score!
5. Run down here for a better chance to score!

KINGS OF THE BEACH
(Electronic Arts)

The password codes for this ace volleyball game which we mysteriously haven't received. Strange.

SIDEOUT	– Level 1
GEKKO	– Level 2
TOPFLITE	– Level 3
SUNDEVIL	– Level 4
LOGIC ON	– Computer plays for you
LOGIC OFF	– Play for yourself
CHEAT ON	– Guess what!
CHEAT OFF	– Ditto!
EAT ME	– Bigger sprites
DRINK ME	– Smaller sprites

TUSKER

The third and final part of System 3's romp in the jungle. Now, things are getting difficult . . .

Collect the small gold nuggets found on the start screens (7 all together). Use the sling shot to kill the dinosaur in the water before collecting the nugget. Enter the cave in the side of the mountain and move right until you reach the temple entrance. Punch the monkey with the nuggets and it should move back.

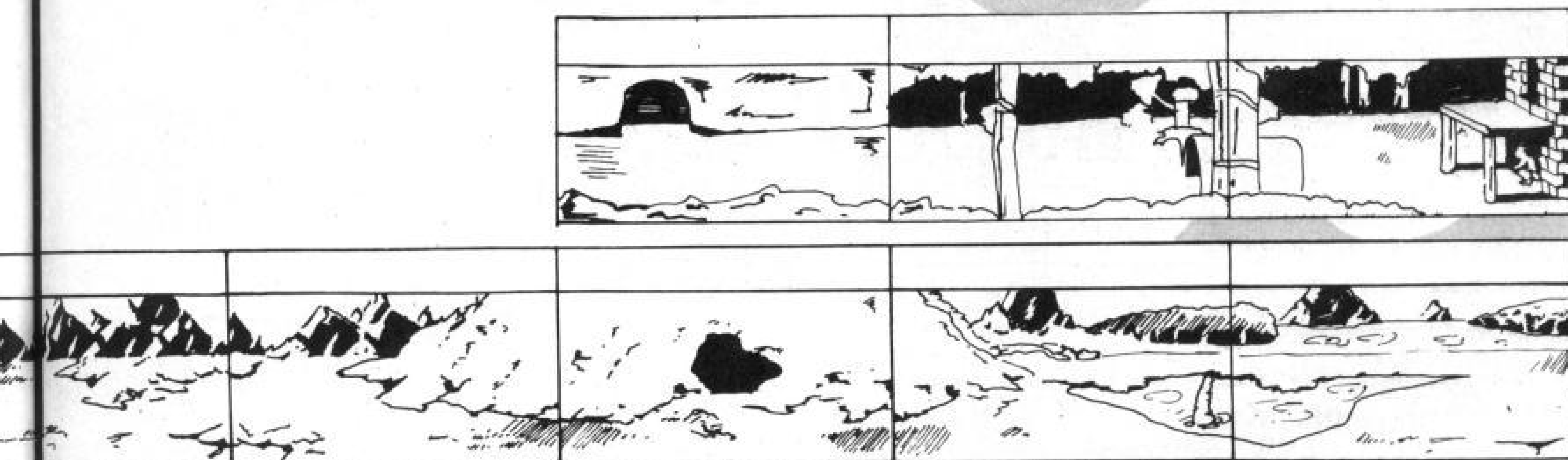
Collect water in the temple by a punch movement on the statue. Kick the door on the insect screen to release a spider. After the insects disappear collect the icon on the floor of the room.

Collect the icon from the room with the large plant in it (beware, you cannot kill the plant!). Collect the hammer and chisel and plank from the next room. Punch the altar in the room with the mummy using the hammer and chisel and the lid should open to reveal a brown icon. Collect this icon with a punch and enter the room with the empty table. Place the icons on the table in the correct order. They can be picked up again if incorrectly placed.

Eventually the combination will be correct and a door will open into the final screens. Place the plank across the chasm on the floor by using the crouch movement. Walk across the plank into the final set of screens (the Elephant's Graveyard is only a stone's throw away now!). Place the gold nuggets on the scales to stop it moving which in turn opens the final door. Go through it to finish the game! Well done adventurer, your task is over and your destiny fulfilled!!!

There's also a cheat mode . . .

On any level, move to the bottom of the screen to the right of the first screen from that load. Press fire on the joystick in Port 1. This puts you on the last screen with all objects held!



MEAN STREAK

Don't go too fast! Stay back to kill the other bikers and see what's coming up (about two bikes' length from the back of the screen should do).

PROJECT FIRESTART
(Electronic Arts)

The complete solution to go with the map we printed in Issue 55.

Go to elevator A and go to Level 2. Pick up the LASER and go to the KITCHEN and open the 'FREEZER'. Go back and shoot the aliens (if they are around) and use the FIRST AID KIT if you are wounded. Go to the OXYGEN VALVE and open it. Go to the main elevator and go to Level 3. Pick up the ID CARDS and the SCIENTIST'S LOG.

Now go to Level 2 using elevator D. Raise the NUCLEAR SHIELD and go quickly back, pick up the PLASMA LASER, and return to Level 3. Go to elevator E (you will need the ID Card) and now go to Level 4. Use the RADIO and ask for help. Then use the COMPUTER and set SELF-DESTRUCT.

Go to the elevator, then to the main elevator and go to Level 1. Wait there until there's a 'Break in the wall (of the cyro-chambers). Now open the tube and MARY will follow you. Go with her to the DISPOSAL DOOR and put Mary in it. Close the door and leave. Now go to Level 4 and use the RADIO again. Ask for help once more and then go to BAY 2 (Level 1).

Leave the ship in the escape vessel. You'll now meet the traitor ANNAR in the vessel and you've one chance to beat him. When he's about to kill you pull down on the joystick and you can overpower him and kill him. Well done! You've completed the game!!!

Note: If you're attacked by the mutant white alien, walk to the OXYGEN VALVE valve and then shoot 'em. It will die easily now. Alternatively, raise the NUCLEAR SHIELD to kill it with radiation (although be careful you're not too close to death yourself before trying this!!).

TYPHOON

If you're skilled enough to get to Level 5 move to the bottom right of the screen and nothing can harm you.

RALLY CROSS SIMULATOR

Leigh the Man, Leather Tan, **and** Rak **again with another tip.**

If you select the Two Player mode and then complete the first course. When it is the second player's go you must die at the train, with a 'Hey Presto!' the first player comes back to life!!!

RED L.E.D.

Go up to an alien generator and turn on autofire to increase both your energy and score to mega-levels.

WAR MACHINE
(Players)

Lee Bamber **of finest Wigan has delved into this Premier Players budgie game and found a handy tip for passing doors without any keys. Take it away Lee.**

First collect the key in the screen below and open the door which has the same colour as the key. From then on don't lose any energy when you run into a door.

Here is the procedure for getting past a door without a key . . . When you come to a door, move really close to it. Jump towards it and, whilst in mid-air, turn so you are facing away from the door. When you land, nudge your joystick away from the door and you will notice that the player moves one space in the other direction. You are now inside the door and cannot get out. To get out the other end of the door you have to run away from where you entered until you stop. Then you do the same as when you entered the door and find yourself on the other side.

WIZBALL

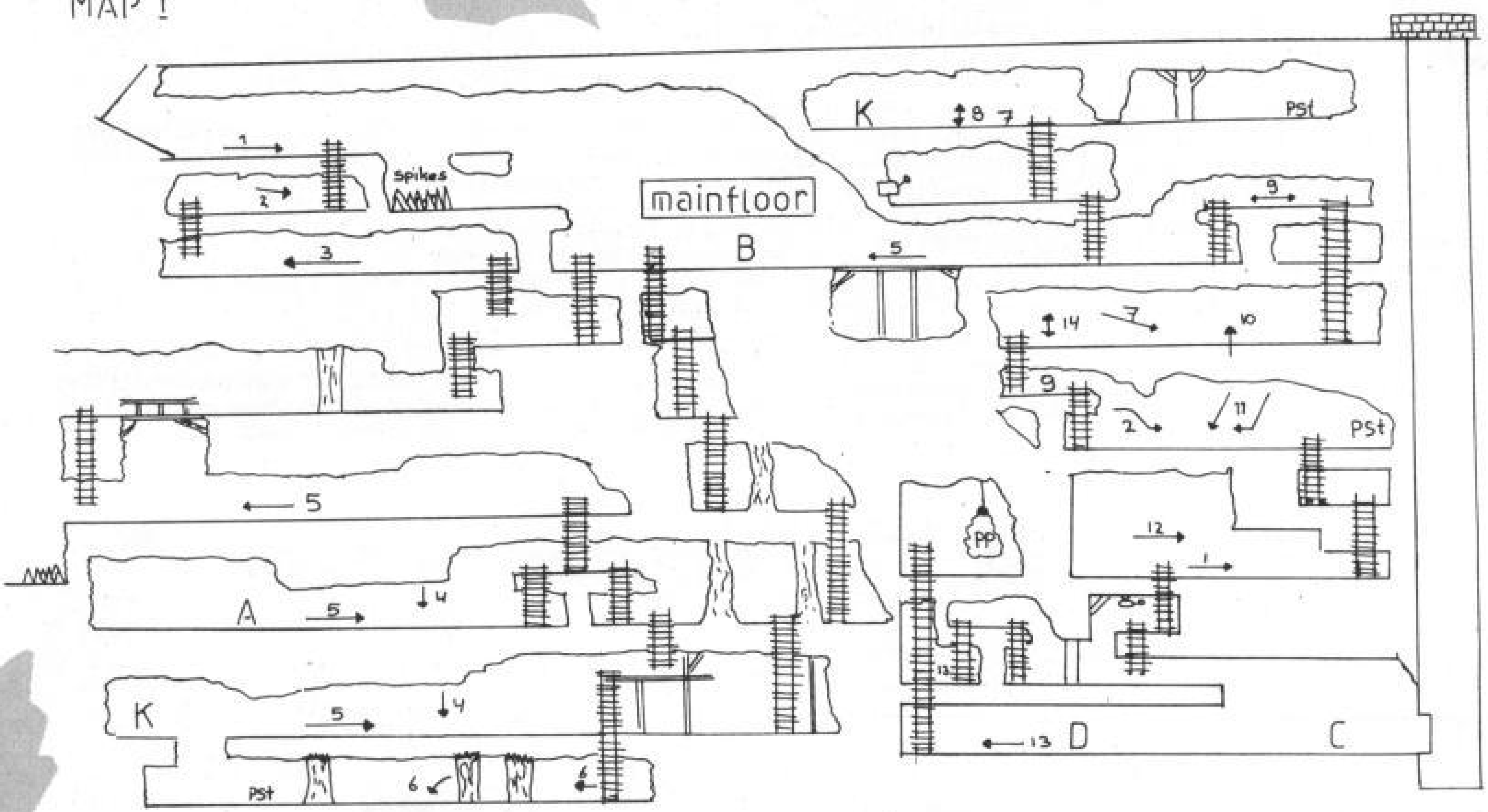
An obvious one which everyone should know about already but for the one or two Nepalese Goat herders out there with a 64 and a copy of *Wizball* here's the tip.

In the bonus stage, stay in one of the corners (such as the bottom left) and switch the autofire on (you HAVE got an autofire joystick haven't you?). With full weaponry nothing can touch you and the bonus racks up and up and up. Now get back to Goat herding, you two!

PIG IN a Poke

SHADOW OF THE BEAST

MAP I



A = Monster/blue ball
B = Big skeleton Monster
C = Big Red monster
D = Jet motors

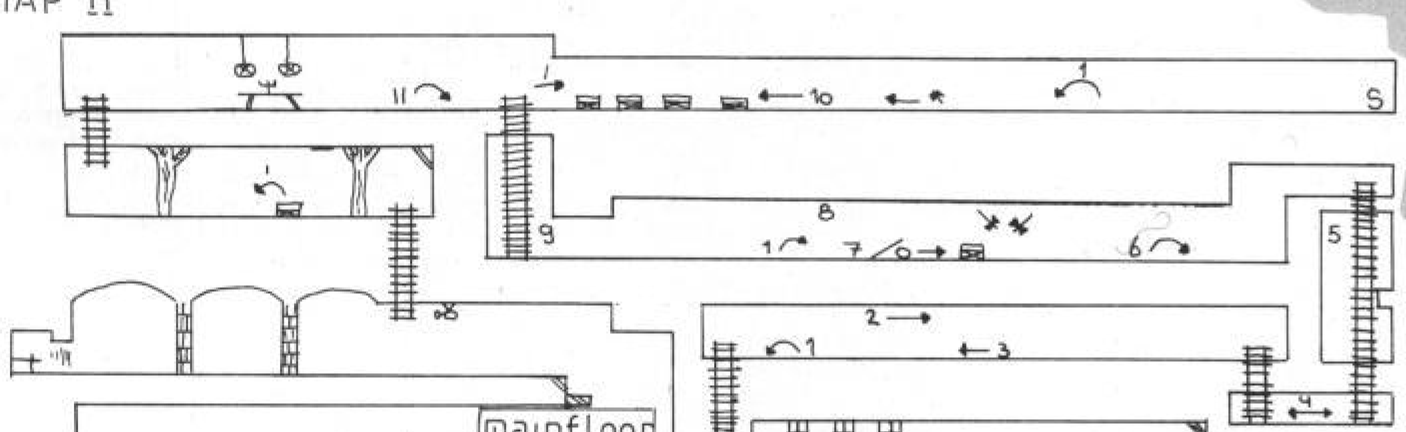
E = Big dead monster
K = Key
1 = fire
2 = bee
3 = ants

4 = rain
5 = monster with sword
6 = lizard
7 = bat
8 = eyes
9 = snail

10 = dragons
11 = skeletonhead
12 = fly
13 = ghost
14 = psygnosis-face

pst = pot with stren
pp = Power Punch

MAP II



A = Big Red monster
S = spanner
1 = jumping monster
2 = ship(will drop a mine)
3 = barrel
4 = snake

5 = a blobball
6 = stonemonster
7 = shooting men
8 = rain
9 = jumping shadow
10 = shooting monster
11 = jumping snake

12 = Big spiders
13 = electic P.Sh.

... it's dynamite!

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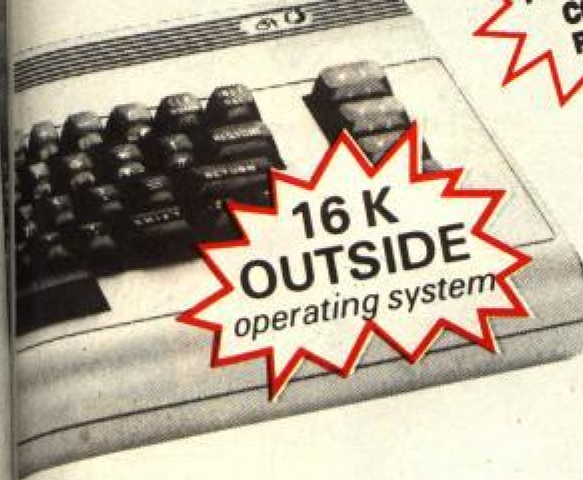
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AUTO	HARDCAT	RENUMBER
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DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

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Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
F FILL	M MEMORY	W WALK
G GO	P PRINT	X EXIT
H HUNT	R REGISTER	$ DIRECTORY
		DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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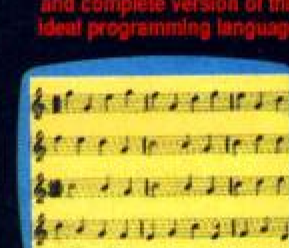




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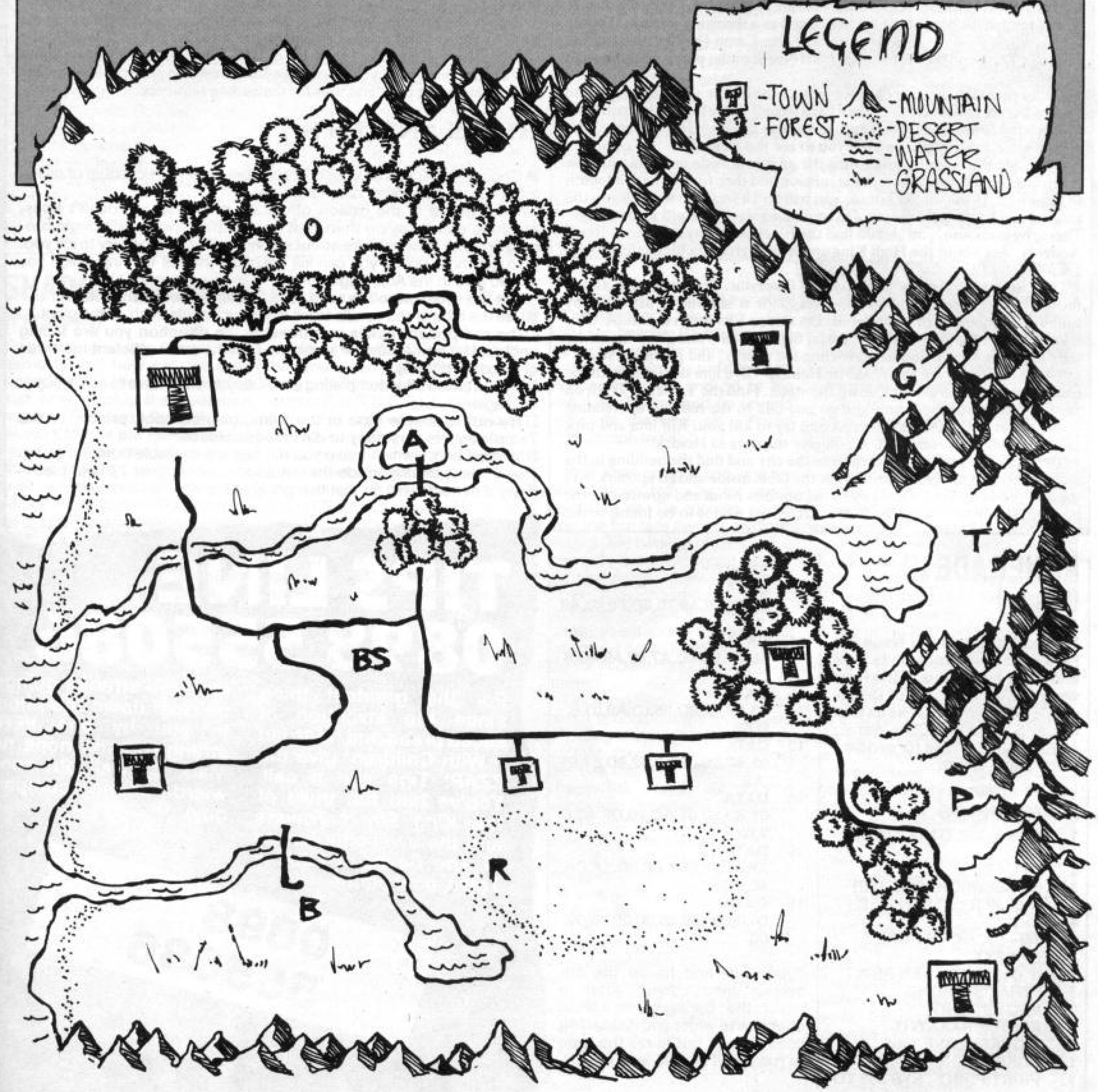
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TIMES OF LORE



TIMES OF LORE – THE SOLUTION
(Origin/MicroProse)

Origin's great fantasy arcade adventure is given the full Pig in a Poke treatment with a map and tips aplenty to help out any lost adventurers. Many, many thanks to Lee Stoddart **of Hartlepool,** Andy Brooke-Wood **of Ramsgate in New South Wales, Australia, and** Nick McKenzie **of South Island, New Zealand (whose maps appear here) for all sending in different ways to complete the game (Nick's solution is printed here with help from the others).**

Great stuff lads, I'm tempted to try and complete the game myself now after receiving these tips.

You begin the game in the capital city of Eralan. Go down the stairs and into the small room where the light blue hooded man (the serf) is sitting at the bar. He has some vital information to reveal, also have a chat with the cleric and accept the quest he gives you.

Leave the inn and go north along the road until you meet the woodsman who provides information about the orc camp in the area. Take the dagger to be found in his house as this can be used as a throwing weapon. Follow the woodsman's directions to get to the Orc Camp (go North along the road to a pond and the Orc Camp is just North of the pond along through the woods).

At the camp kill the grey Orc and pick up the urn he so kindly drops (the urn is a purple object which is quite hard to see). Now follow the path back through the forest to the road and go back to Eralan. Give the urn to the prior and he will pay you and tell you to see the Regent.

Go inside the main building with the guards outside and talk with the green man on the chair. Accept the mission and then follow the road south to Lankwell. In one of the houses you will find a serf who will sell you the magical axe for 95 gold pieces. Go south and across the old stone bridge. There, by his house, you should find the Black Asp (any relation to Black Adder?). Ask about the High King and he will give you his confession on a scroll.

Go east until you come to the city of Ganestor. Stay at the inn and in the morning go down the stairs, a trapdoor is set and is activated by running into the switch on the wall. Do this and go down the stairs. This takes you into the prison. Find the next flight of stairs and go up them into the dungeons. Go up and left (avoiding the guards) and go up the stairs.

There, sitting on the chair, will be Heidric. Give him the scroll with the confession on it and go back down the stairs. Find the Tablet of Truth on the floor in one of the rooms and go and talk to the red guards standing inside about spying. One will react and try to kill you. Kill him and pick up the note he leaves behind. Again give the note to Heidric.

To rescue the prince go North from the city and find the building in the mountains. Get the green scroll from the table inside and go upstairs. Kill the guard downstairs for the key to the upstairs room and now rescue the prince. He will tell you to go to the Archmage who is to be found to the North of the enchanted forest across the bridge.

The Archmage will tell you to go to the ruins in the desert. First of all teleport to Rhyder, kill the cleric, and get the holy water. Travel to the ruins and enter them using the map here to hit the switches (blue stones) and go through doors in the correct numeric order.

When you get to the Lyche (a red humanoid sitting in a chair) hit him once with your sword and then use the Holy Water. Pick up the Red potion and get out. It's a good idea to stay at Hampton and replenish your energy and supplies.

Go to the Archmage who will give you the key to the blasted spot. Go the blasted spot and follow the relevant map through and pick up the chime at the end of it all. Find your way out and go to the Temple of Angar in the mountains. Inside, go up the stairs and kill the Blue Monk. He leaves behind the white key, collect this and go downstairs and into the room where the White Monk is. Kill him and go down the trapdoor to the dungeons.

Rescue the prisoner there using the white key, go upstairs to where the Blue Monk was and go into the room and stand by the bed. Pick up the sphere and go downstairs again. Go into the room where the Grey Abbot is. Hit him once with your sword and then use the sphere. Pick up the medallion and sit back and wait for the ending sequence.

HINTS AND TIPS

■ Choose the Knight as your character because he is capable of taking more hits than the other characters.

□**If the guard in the prison offers no response or doesn't know anything about spying then wait for nightfall and he will begin running around. Now ask him about spying and he will then try to kill you.**

■To get more points you can kill the giant and get the ring which you should give to the Archmage.

□**Use the green scroll to save time travelling between cities.**

■Use the blue or red scrolls to kill large opponents such as the giant.

□**The red potion makes you travel in the direction you are facing until you hit something or someone (not the most efficient methods of transportation!).**

■Stay at an inn after completing a task so you don't have to go back and do it again.

□**Try not to waste time in the ruins, blasted spot, prison, or the Temple as it is very easy to die in these places.**

■Magical boots which make you run fast are available from the serf in Treela. He is usually inside the inn and the boots cost 77 gold pieces (They'd better fit well for that that price! – Rob H).

RENEGADE III
(Imagine)

You had the guide in Issue 55, here's the pokes for infinite lives and time. And all due to the hard work of Gerry Mcnally **of Drumchapel, Glasgow. Thanks as well to** David Share **and** Chris Warren **of Victoria, Australia for sending in the same cheat.**

```
0  PRINT CHR$(147)
1  FOR I=352 TO 413: READ A$
2  L=L+7
3  R=ASC(RIGHT$(A$,1)):R=R-55:IF R<5 THEN R=R+7
4  V=(L*16)+R:C=C+V:POKE I,V:NEXT
5  IF C<>6182 THEN PRINT "THAT'S WRONG IDIOT!!!":END
6  PRINT "'RAAAY! IT WORKS!! SAVE THIS POKE?"
7  PRINT:PRINT "SYS 352 TO START"
10 DATA 20,56,F5,A9,70,8D,F0,03,A9,01
11 DATA 8D,F5,03,4C,A7,02,A9,4C,8D,54
12 DATA 03,A9,82,8D,55,03,A9,01,8D,56
13 DATA 03,4C,00,08,A9,92,8D,57,01,A9
14 DATA 01,8D,58,01,AC,20,D0,4C,59,03
15 DATA A9,AD,8D,D7,C6,8D,1A,C6,4C,00
16 DATA 04,00,00,00,00,00,00,00,00,00
```

Type RUN and follow the on-screen instructions! After a while the background colour changes to white and no loading lines appear but leave the tape to run and it should load in.

COCK-UP CORNER

I was hoping that this beastie wouldn't crop up in my tips section, I tried to ignore it but it jumped up and down on my desk *demanding* to be included so here we are.

The *Speedball* listing in Issue 55 was ever so slightly incorrect. Yes, I'm sorry, I'll hang, draw and quarter myself for that but here's the *Speedball* hacker himself James Wilson **of Hull to the rescue with the corrections!**

Line 3 should have been:

```
3   POKE X,Y:X=X+1:GOTO 2
```

Line 8 should have been:

```
8   DATA
    179,3,104,76,81,3,72,169,7
    4,141,214,152
```

(and NOT with that extra , although most of you should have realised that typo error).

Line 11 stops the RED team winning (ie Player 2 or the computer).

Line 12 stops the GREEN team winning (ie Player 1).

Line 13 makes it so that everything is free (ie you don't have to bribe the ref).

SAVAGE
(Firebird)

Tips here for Amiga *Savage* from a killer lepus as The Mega Rabbit **from Auckland in Kiwi country, New Zealand.**

On level 1 run right a few screens and then jump left and keep jumping left. If it says 'OTHER WAY' then go right and try again.

Patience is rewarded as you should go through the wall (keep jumping). Go left jumping all the time until you disappear for about a second. You now have two options . . .

Either

1. Go right and your energy drops to zero. Don't worry as you now turn into another sprite (a bat creature) and from now on you can't get killed!!

or

2. Wiggle the joystick like crazy and if you're lucky you appear on Level 2!!! This cheat can be repeated to advance onto Level 3. Repeating the cheat one more time jumps you to the end of the game!!!

SHINOBI
(Virgin)

This is what we want! Brand new games, brand new Pokes!! Type in the listing below for the 64 version and run it. Follow the on-screen instructions to give you infinite Joe Musashis!

```
0   PRINT CHR$(147)
1   FOR I=304 TO 343: READ
    A$
2   L=ASC(LEFT(A$,1)): L=L-
    55:IF L<5 THEN L=L+7
3   R=ASC(RIGHT(A$,1)):
    R=R-55:IF R<5 THEN
    R=R+7
4   V=(L*16)+R:
    C=C+V:POKE I,V:NEXT
5   IF C<>3050 THEN PRINT
    'ERROR IN DATA!!!!':END
6   PRINT "SAVE THE LISTING
    FOR FUTURE USE
    OK???!!!"
7   PRINT:PRINT "TYPE SYS
    304 TO START THE GAME"
10  DATA
    20,56,F5,A9,40,8D,29,04,A9
    ,01
11  DATA
    8D,2A,04,4C,40,03,A9,AD,8
    D,75
12  DATA
    08,A9,A0,8D,77,08,A9,1C,8
    D,78
13  DATA
    08,4C,0D,08,00,00,00,00,00
    ,00
```

For those of you with a reset switch, Woody **has struck again with a reset poke to bring forth and multiply infinite ninjas.**

Load up *Shinobi*, reset the machine in the usual way (with a reset switch and NOT a chainsaw), enter POKE 15367,173, **and swiftly follow this up with a** SYS 7296 **to get things going.**

SPORE

Try to get into a position where you are covered on two or three sides before taking on the spores (positioning in a wall recess is generally a good tactic).

SWAT

At the crossroads (the end of level) move up the screen as far as you can to avoid a lot of hassle before the big gang show up.

SHADOW OF THE BEAST
(Psygnosis)

Considering how tough the game is and how big it's supposed to be I'm truly amazed just how quickly the complete solution has come through. 'Is it worth £35?' is the question that remains unanswered. Anyway thanks must go to 'Big Wull' **as well as the official sounding** M.C.V. Productions **of Holland for two great maps and solutions. Wull's solution is printed here along with the M.C.V. map. Well done, both of you! (Standard abbreviations apply; L-left, R-right, U-up, D-down).**

At the start of the game, go left. DO NOT go down the well. When going through the woods, watch out for two small spikes in the ground which spring up as you walk over them. Keep going left until you come to a tree which says 'IN' and go in!!

Once inside, immediately watch out for the flame shooting across the floor. Go R,D,L,D,R and watch out for the yellow locusts (crouch down and punch as close to them as possible). Go D,L,D,L and you should now be crossing a bridge. Watch out for the overhead tree roots which sometimes snag you, and go DOWN (if you go LEFT you will fall and DIE!!!!!). Go R,D,L,D,L and fight your way through the cavern cronies (keep moving to avoid most of the acid drops).

The monster throwing the ball cannot be killed but by punching the ball you can gain a plasma bolt (keep ducking to avoid being fried). It's a good idea to collect the plasma bolt LAST as collecting any more items after this causes you to lose the all-important bolt. Going R,U,R,D,R,D,L,L takes you to an acid drip passage with a gap at the end and a precious key. Drop down the hole after getting the key and collect the life restoring potion. From here you go U,U,R,U,R,U,L,U,L,U,L,U,R to encounter the crusher mega-monster but you need the plasma bolt to kill it, so collect it before going to meet him (when you get to him just fire like mad and he will eventually die – without it you're dead meat).

Now move R and take the first U and L. Avoid the cronies and hit the switch on the wall. Now go R and take the first U and then go R to get the +4 lives. Now go L and time your moves between the eyes (keeping a wary eye out for the bats which increase in frequency the nearer you are to the key at the end of the passage). Get the key and go R and take the 1st D.

Now go R,D,R,U,R and watch out for the snail. Now go D as far as possible, L and watch for the *Blood Money* lizards and the leaper (work out the best place to stay while avoiding both). Take the 1st D,R and watch out for the slime, go D and keep going R to get the potion (kill the bees and time your punches to kill the skulls beforehand).

Now go L and take the 1st D,R,D,L and watch out for the flame. D,L,D,L,U,L,D,L,U,R sees you arrive at the power punch (with the energy field around it switched off (remember?). Now go L,D,D and keep heading R while dodging the rocket engines, ghost and red lizards. Kill the mega red rhino with the power punch and go to the well. Use the key and go up and back into the fresh air – Phew! 50% completed!!!!

Now keep going R and kick the pillars along the way for much needed lives. Do running jumps over the fish tails (best keep going through the barrage of balls – you lose a life but quickly get it back at the next pillars). After another set of pillars watch out for the bomb-dropping dragons above and the creatures attacking from behind. When you get to the castle collect the torch beyond the door and go inside.

Once inside go L,U,R and watch out for spaceships flying overhead dropping mines (best stay back until the mines have fired and run like the clappers IMMEDIATELY afterwards). Watch out for the leaper and barrels and Collect the extra lives. Go D,R,U as far as possible (climb the ladder quickly to avoid the blob). Go L,D,L and collect the strength but watch out for the guys coming out of trap doors in the floor.

Now go U,R to collect all the extra strength (killing the leaper and blaster alien). Go to the far R to get the spanner and now go as far L as possible then D,R,D,R and fall D. Go L and cross the bridge, D and R follows next (punch those monkeys!). D,L and keep going till you find a chest. Hit it and collect the gun.

Now go as far R as possible to the forcefield. Use the spanner to go switch it off and go through. Go U,L,D,L,U,R,D,L as far as possible, then D,R and kill the three headed dragon (easy enough!).

To go through the door you MUST have a key and you will now have the mask on. The game turns into a shoot-'em-up for this section so keep going R and hit the pillars on the ground for much needed extra lives. Keep going till you arrive at the giant monster. Hit the pincers above and below the tongue until it blows up.

If you have the 2nd key go through the door to leave the castle. You will now be outside again. Keep going R hitting the pillars for those lives. Finally, kill the dragon at the end!!! Simple!?!?! (Somehow I doubt that Wull! – Rob H).

The game finishes with what is described by Wull as a pathetic ending with no groovy tune and no extra load for anything more than a 'Congratulations, you have freed yourself from the shadow of the beast' message. All that effort for that!!!! Gosh!

A small cheat for *Beast* was sent in by R Farrington **of Wirral. Although we couldn't get this one to work on our much abused Amiga, why not give it a try yourself? Load Disk One and when the title screen with the Beast appears hold down the joystick fire button AND the left mouse button. Keep holding this down while the music plays until the prompt to Insert Disk Two appears. Whack in the second disk and load the game to receive infinite lives.**

THE DEF GUIDE TO NEW ZEALAND STORY

Who can fail to have played Ocean's infuriatingly playable *The New Zealand Story*? Very few is the answer but if you're feeling down here's the guide to winning through and saving the bacon of many a kiwi. Aren't we thoughtful?!

Cheats

The Amiga version's cheat mode is not very subtle to say the least. On the title page when the game has loaded up type in MOTHERF**KEN-KIWIB*ST*RD (without stars or spaces) and you hear a little tune play. Now you've got infinite lives and an advance screen facility (activated by pressing HELP). Pressing M on the title screen brings forth a lazer sound but serves no other purpose. (Look, that cheat is nothing to do with me. I'm just doing my job by typing it in – all you angry mothers blame Choice Software for this one!)

Two types of cheat for the 64 version help immensely, the first is a cheat common to many an Ocean cassette-based game. Play normally right up to round 1-4 and get killed by the whale. The onscreen prompt will tell you to reload Side 2. DON'T! Just keep the C2N on PLAY and you'll soon see round 5.

On the 64 version the cheat mode is a little imprecise to get into operation but it works well enough so who's complaining? Any road up, when the game is loaded up and the pleasant music plays pleasantly away just put the SHIFT LOCK on and hold down the keys R, T, Y, G, H, V, B, and N. If it doesn't work first time, try holding an M or a C along with all the rest. It DOES work eventually.

Once the cheat is activated the border will go grey and you can start the game safe in the knowledge that you have infinite kiwi's. Not only that but you can also jump to the next screen at any time by holding down * and the (right) SHIFT button and SPACE. Either this or holding down CRTL and ← will do the trick. You don't get to miss the end-world nasties either (whether that's a good thing or not I don't know). Unfortunately you've got to kill them to progress but this shouldn't be too much of a problem if you use the following tips.

End-of-level Nasties

Round 1-4 – The Whale

Stay back and keep jumping and firing (aim towards the lower half of the whale). Watch for any snow flakes that fly out at a high angle from old Whale face and dodge them. Eventually you'll get him and it's off to World 2. On the Amiga just survive the hail of flakes until he swallows you (watch out for any last second snow flakes). Once inside he just pump the fire button like mad and watch the three drips and hide under the one that isn't about to drip.

Round 2-4 – The Octopus

The Octopus isn't too difficult if you stay back and use the steps to leap out of the way of the bats. Just aim for the small nozzle in its front and keep firing. You can line up the nozzle from one of the higher steps if you're lucky but the Octopus doesn't stay still for very long. On the Amiga version you can avoid the Octopus altogether by NOT rescuing the kiwi. Instead stand on the top of the steps before you rescue the kiwi and shoot towards the right wall. A warp hole appears and if you hop in it you move onto the next world. Convenient.

Round 3-4 – The Stone Doll Statue (Well, that's what I think it is)

For this weird Boss just stay on the bottom and jump up between salvos of rockets. Don't leap too high as the collision detection is a just a shade in favour of the baddie but keep firing at its middle and you should soon be victorious.

On the Amiga version a similar tactic can be applied to that used to defeat the Octopus. Just line its centre up using the steps and wait for the hatch in the statue to open and the rockets to come out. While the hatch is open blast away and then dodge the rockets. Simple-ish really.

Round 4-4 – The Pirate Ship

World 4-4 has no one Guardian to speak of but is a stage in itself with a Pirate Ship to be found at the bottom with the kiwi deep within. The stage before it ends at a wall. Just walk up to it and you're faced with one hell of a tough level. If you're using the cheat mode just keep losing lives and using the temporary invulnerability to gain precious yards nearer the hostage kiwi. Not a very helpful hint but it does work eventually. Those of you not wanting to cheat with infinite lives had best try their own tactic and keep on the minute brown platforms. Sorry, but this level is a toughie!

Round 5-4 – Wally Walrus

Hanmer Springs in the chilly Mt. Cook is the final setting for the game and all other levels before it are nothing compared with this one (although the maze of 5-2 and the spikes by the hundreds in round 5-3 are incredibly tough). DON'T attempt to get through this level as you're taken back to the start of it EVERY time you die. Only masochists dare persevere with this mother.

To defeat old Wally try to keep about an inch away from Wally and lined up with the bottom edge of the balloon (where it connects with Wally's head). You'll know where to stay by watching the loop of the balls he fires. To kill Wally keep firing at the balloon. Watch out though, Wally often moves forward so be prepared to move back QUICKLY. (Wally is in fact a Leopard Seal according to the end-screen AND the coin-op).

Finish the game and a page of text follows for your reward – and most sickening it is too. Find out for yourself.

On the last level be very careful and dart behind Wally Walrus and you're now in a near invulnerable position. From here you can shoot the balloon and finish the game.

Robert Chan **of Liverpool has come up with the relevant tape numbers for using the tape cheat. Progress to level 2, get killed and fast forward the tape to access the other levels.**

Level 2 – Just continue tape
Level 3 – Tape counter number 123
Level 4 – Tape counter number 139
Level 5 – Tape counter number 157
Level 6 – Tape counter number 173

Tips

The 64 game is lacking the Warp Holes of the coin-op but on the Amiga you can jump short distances using them. There's one to be found on round 1-2 right at the start. Jump up two of the steps and face left, fire like mad at the edge of the screen and the Warp appears. Fall down to the floor and jump up and into the warp. Run to the left and then jump up to pick up the EXTEND letters and then rescue the kiwi. Easy. There are a few other Warp Holes scattered around but we'll leave them for you to find.

Don't forget that you can rack up some pretty good bonuses by waiting around the enemies' portals. The fire sprites and star sprites are excellent for providing bonuses. Just wait and they start to fill up the screen with plenty of targets. Just make sure you have sufficient time to get to the kiwi at the end of the level.

For this guide thanks must go to Shmezz 'n' Theo **(Amiga),** James Stevenson **(Amiga),** Robert Chan **(64),** Juergen May **(64),** David Shaw **(64),** Brian (Doc) Docherty **(64),** David Tomé **(64), and** John Cottom **(64). Well done one and all!**

THE SOUND OF MUSIC – THE REMAKE

MAD (alias Michael Arrowsmith) sends in this hack for System 3's *Dominator*. Whether it's the loading tune or the end of level tune. Just reset the machine when your favourite piece starts and type out the listing.

```
10  POKE 54296,15
20  SYS 49154
30  FOR A=0 TO B:NEXT
40  GOTO 20
```

Change B in line 30 to speed up or slow the music, 8 is the normal setting.

Following the music hack by Jon Barry way back in the May issue of ZZAP! Roderick Down of Dyfed in Welsh Wales is here with some extra speech samples for use with Jon's data table program. Insert them in the relevant columns and follow the instructions from the May issue to hear those samples.

I BALL 2 (Reset on the title screen)

SAMPLE	L	H
'Go for it'	192	200
'Groovy'	200	208
'Oh, Er!'	224	229
'Oh, Ye!'	229	236
'Get Ready'	236	242
'O.K.'	242	248
'Brill'	248	252

MICRORHYTHM

SAMPLE	L	H
SOUND 1	056	059
SOUND 2	059	064
SOUND 3	064	072
SOUND 4	073	077
SOUND 5	077	082
SOUND 6	082	088
SOUND 7	088	094
SOUND 8	094	109
SOUND 9	109	124

B.M.X. KIDZ (Reset on the title screen)

SAMPLE	L	H
'GO'	159	163
Drum	163	166
'YO!'	166	169

ROCKET RANGER (Reset when Jane and Prof. appear in Zeppelin)

SPEECH	L	H
'You're a real gentleman'	158	183
'Where did you come from?'	040	057
'We don't have to trust anyone'	057	084
'Try me' (!!!)	084	092
'Great!'	092	099
'You'll never know'	099	112
'We don't need you'	112	129
'It's about time you got here'	129	158

Thanks a bunch for those great data codes, Roderick. Anyone else out there willing to do some code exploration for samples in other games?

Toshio Spoor of Papendrecht is next in line with music hints for *Kings of the Beach* (why haven't we seen that one yet?) and *Danger Freak*.

KINGS OF THE BEACH

When you hear the Jamaica music, reset the game and call up the music with SYS 7365.

DANGER FREAK

Load the introduction and reset the machine. Poke 49167,1 and enter an SYS 49152 to get things rocking.

RUN THE GAUNTLET

A little tip from Scott Pike of Australia for those of you bored with the title tune in this Ocean game of the ace TV show.

By pressing RUN/STOP and RESTORE simultaneously the drum beats and the guitar sounds are eliminated. If this fails then try it out on the event info screen. Okey Dokey!!

GREAT GIANA SISTERS

Neil Hunt of Dartford has found a quickie music hack for this classic *Super Mario Bros.* rip-off.

Load the game, reset it and type SYS 3096. The screen should now start to flash and the high score table music should start to play.

While we're on the subject, any chance of some music hacks for *Batman: The Movie* – I really like that title tune!

CARTRIDGE CORNER

Arabian Nights
2631,173
2632,141
2633,169
2634,89
Blagger
3574,44
53264,126
3560,9
Bomb Jack – 5112,0
Bruce Lee
5688,128
5672,128
Buck Rogers
8825,36
2490,9
Burning Rubber
18432,173
17288,165
Camel's Revenge – 35518,250
Captain America – 11262,73 (Unlimited Zorreks)
Cavelon – 23789,255
Centipede – 33564,181
China Miner
34623,44
34623,234
34624,234
34625,234
Choplifter – 8011,173
Combat School
236,224 (To halt the timer)
236,128 (To start the timer)
Congo Bongo
3655,5
39132,49
Defender
3005,5
3560,9
Fort Apocalypse
36339,153
36334,153
36364,234
Falcon – 6399,8
Flak – 4799,36
Frantic Freddie
31887,255
34535,24
Galaga
17389,173
17788,165
Galaxians
7065,230
17288,165
Game Over
15566,165 (Infinite Lives)
5713,165 (Infinite Ammunition)
Gateway to Asphai – 2264,99
H.E.R.O. – 14652,25
Hunchback
9251,234
9522,234
7870,60
Jumpman Junior
9450,44
9450,173
Jungle Hunt
2242,234
2243,234
Jet Set Willy – 11345,33
Laser Strike – 16475,173
Lode Runner – 7892,255
Mad Mix – 3462,173
Menace
49200,165 (Infinite Cannon)
49208,165 (Infinite Laser)
Microcosm
15473,181 (Infinite Lives)
18291,181 (Infinite Time)
Miner 2049'er
9450,173
2652,165
Moon Buggy
24151,173
30624,173
Pitfall – 5393,255
Punchy – 15459,50
Q-Bert – 4446,173
Quest For Tires
7341,99
14864,0
Savage
27814,173
28097,173
29094,173
Shamus – 23558,169
Silkworm – 32203,173 or 44344,189
Slayer – 6924,189
Son of Blagger – 6626,232
Spelunker – 10407,44
Video Meanies – 22772,173
The Vikings – 32327,173
Warlock's Quest
47731,173 (Unlimited Time)
47674,173 (Unlimited Power
Wheelin' Wally
27427,173
27916,173
Zolyx – 54/4,165

Thanks to Andrew Roberts and an anonymous German person for those Pokes.

Well, that's about all you're going to get this month. *Retrograde* is loaded up on our 64 and I can't resist the temptation to have a go. Talking of *Retrograde*, I'll be taking you through the game step by step over the next few issues, starting with maps of Levels 1 and 2 next month along with tips by the programmers, Transmission Software themselves!

There's a clever cheat mode for *Retrograde* but you'll have to wait a few issues for it, sorry but that's the way the cookie crumbles! In the meantime I'd like tips for *Stunt Car*, *North and South*, *Turbo Out Run*, and any other games you can get your hands on (*Interphase* tips would go down a treat with our Ed so make his day and send any in!). Must go now, *Retrograde* awaits!

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No 52 Aug 1989
Batmania! Free Bat poster! Psygnosis Special! Reviewed: Citadel, Rick Dangerous, 3D Pool, American Club Sports, Navy Moves, Baal, Deja Vu II, Journey, Zork Zero, Waterloo, Tank Attack, Astaroth, Vindicators, Time Scanner, The Newzealand Story, Wayne Gretzky's Hockey, Microprose Soccer, Gunship, Hawkeye, Xybots

No 53 Sep 1989
Fresh from the Ocean - Ocean in high gear for Xmas release period! Reviewed: The New Zealand Story, Rainbow Islands, Gemini Wings, Inner Space, Hostages, Grand Prix Circuit, The Champ, Personal Nightmare, Demon's Winter, Curse of the Azure Bonds, Breach, Fire Brigade, Laser Squad, Indiana Jones, Licence to Kill, The Running Man, Red Heat, Kult, Tom & Jerry, A Garfield Winter's Tail, Fiendish Freddy's Big Top of Fun, Savage, Phobia, Dominator

No 54 Oct 1989
Interview with Power Drift programmer Chris Butler! Randy's Tips Extravaganza! Test Flight - Falcon vs F-16 Combat Pilot! Reviewed: First Strike, Thunderbirds, Tusker, Skate Ball, Team Sports, Shinobi, APB, Xybots, Aaargh!, Paperboy, Jack The Nipper, Ghosts 'n' Goblins, Masters of the Universe, Rescue on Fractalus, Mr. Heli, Xenon 2, Buffalo Bill's Wild West Rodeo Show, Omni-Play Basketball, Strider, Sleeping Gods Lie

No 55 Nov 1989
Give it some stick - Phil King gets to grip with the latest sticks! Free Tusker poster! Preview of US Gold's Turbo Out Run! Reviewed: Batman The Movie, Indy The Action Game, Continental Circus, vigilante, Firepower, Powerdrift, RVF Honda, 3D Pool, Pro Tennis Tour, Beach Volley, The Untouchables

No 56 Dec 1989
Interview with Brian Fargo, President of RPG specialists! Robin Hogg spends his life savings testing the latest coin-ops! Comparison: KCS Power cartridge versus Datel's Action Replay! Reviewed: Turbo Outrun, Altered Beast, Myth, Xenophobe, Battle Chess, Terry's Big Adventure, Fighter Action, North and South, Cabal, Stunt Car Racer, Shadow of the Beast, Stormlord, Dogs of War, Interphase

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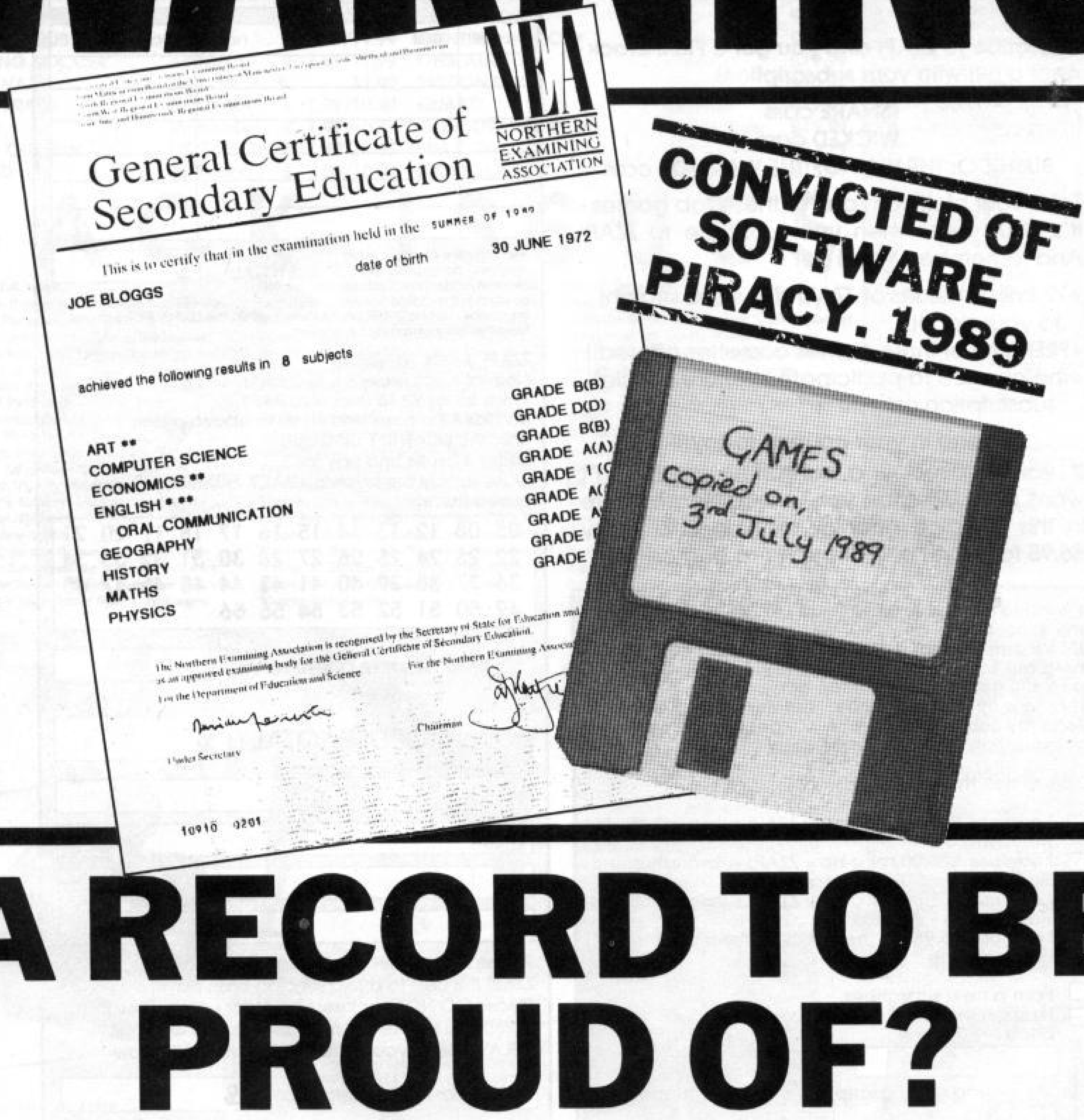


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Ninja Warriors

Sales Curve/Virgin, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

In 1993 evil rules the day. The tyrant Bangler has taken power with the police, military, and criminal elements all under his presidential thumb. A pretty neat trick, and Bangler intends to stay in power longer than Mrs T.

While political rivals are intimidated, or caught by the media in the company of models younger than their daughters, then Bangler seems set to achieve his awful ambitions. But there is a solution, one from the RoboCop school of political subtlety – assassinate the crook!

While the normal procedure is for some unknown geek to kill a president, times have moved on and a more sophisticated approach is called for. Enter the Ninja Warriors, androids with metal instead of skin, circuits instead of veins. They're mean mothers specially created by the revolutionaries to assassinate Bangler. So begins the slaughter. . . .

The Warriors kick things off in the slums of the capital city with 30 shurikens to throw and two razor sharp knives to slice and dice. Bangler isn't one to make life easy and the army is sent in to put paid to the intruders. A well placed knife or shuriken normally deals with these, but watch out for dogs, riflemen and grenade launcher-equipped infantry. Android energy is swiftly drained by hits, and on the Amiga bits of clothing fall off to reveal the metal beneath.

Taking on the military is easy enough but they're only the start of things. Bangler has his bizarre combatants to call up, including the hunchbacked Ground Spider (aim for that hump!), a Ninja lady with deadly swordplay, Iron Arm the ball swinger, Shape Shifting Ninjas with breath problems, not-so-friendly robots with a nasty line in laser fire, and a massive tank which blasts shells at the Ninja Warriors before coming on to greet them with a hail of machine gun fire.

Making it through the onslaught sees a big scrap with one of Bangler's Orient cronies at level's end. And the scenery for the carnage includes a well defended military base, a storage depot, night-time city streets, murky sewers, and finally the plush mansion where Bangler finally cowers in fear.



▲Coming under military attack our two ninja-robots prepare to defend themselves. (Amiga)



ROBIN

I really enjoyed playing the Taito arcade original when it came out in early '88, three-monitors joined together, and robotic Ninjas livening up the gameplay. The home computer versions have replicated the three screens by employing a narrow screen approach which hasn't affected gameplay. The 64 Ninja sprite is nicely shaded with some well detailed enemies to hack, but it's a shame the backdrops weren't a little more varied, and there's no two player mode. The Amiga game retains near all of the arcade game's graphics and the soundtrack is lifted straight from the coin-op with no changes. A very close conversion indeed with a great ending.



Unlike Robin I haven't played the arcade game, and was disappointed by the lack of innovation – why does every beat-'em-up game have to start in a city inhabitated only by crazed ninjas? Having said that it's certainly very playable, and the robotic touch works well on the Amiga. In short, fans of both the arcade and beat-'em-ups are generally well served but there's little for anyone else to get excited about.

64

PRESENTATION 60%
Pretty basic attract mode with a one player option only.

GRAPHICS 80%
Very nicely constructed sprites throughout.

SOUND 79%
Good lengthy renditions of the coin-op tunes.

HOOKABILITY 82%
Instantly and easily playable in the best of Ninja game traditions.

LASTABILITY 73%
Not too difficult to get quite far but the action doesn't slow down at all.

OVERALL 79%
One of the better Ninja games around although not overly original.

amiga

PRESENTATION 80%
Adequate attract mode accompanied by lengthy arcade-perfect intro music.

GRAPHICS 86%
Direct from the coin-op with great backdrops to fight across.

SOUND 86%
No in-game tunes but clear effects with some great speech.

HOOKABILITY 85%
As instantly hookable as any Ninja game with the action starting off thick and fast.

LASTABILITY 80%
Four continue-plays don't make it any easier, especially with six long levels to hack through.

OVERALL 82%
A top notch conversion of a somewhat unoriginal coin-op.

Ocean, Amiga £24.99

●Flying high with Ocean's debut flight simulation



▲ A close-up view of the F-29's unique, forward-swept wings as the jet zooms towards the Solomos Islands.

F29 RETAL

Ocean's first flight sim is certainly ambitious, simulating not only the next generation of fighters, but also the jets to replace them.

Retaliator begins with the pilot enrolling in the Air Force at any of five ranks (1st Lieutenant up to Colonel). Once cleared for pilot status by a retina-scan security routine your military career can begin. You can either go direct into war with the arcade-style Zulu Alert, starting in mid-air with unlimited weapons, or pick a scenario. Serious pilots will start at the Arizona Test Range, but there's also three warzones to visit. You can choose either an F-29 or an F-22, and must stick to it through your saved career.

The Test Range is your best bet if you want to get the feel of your new aerial 'office'. Various remotely-controlled targets and drones are scattered throughout the 1000-odd miles making up the Range. Tanks, trucks, bridges, industrial plants, command centres, airbases, SAM sites and more provide target fodder for ground attacks while drone MiG-29 Fulcrums practice patrols around the Range skies, eager for an air-to-air to take them out. Get the plane up into the wild blue yonder and you'll immediately notice the smooth control and incredible agility of the aircraft.

But thankfully you don't need to be a genius to fly the planes. Three console monitors provide all the data you need to perform your mission, selecting through the displays brings up an amazing array of radars, indicators and moving maps. External views are also available for you to admire yourself from, as is a view from a satellite. Autopilot is provided, with electronic countermeasures (ECM, which jams radar), plus chaff and flares (to distract enemy missiles).

While you're in the States it's a good idea to put the aircraft's weapons to the test, there's five types of air-to-air missile to choose from, and four types of air-to-surface missile, all highly advanced and 'smart' with it. Load up with whatever weapon you want and use them to the full on the test range. In the warzones you may well experience weapon shortages, so this may be the best chance you get to play around with AGM-10H Cruise Missiles, Back-Winders, Conventional Stand Off Weapons and the rest.

In the 21st Century the future of air power will be a mixture of superlative fighter agility and stealth tactics which is where the ATF fits right in. Shut down all the radars and the aircraft enters *Stealth* mode, vital for passing through defence zones crammed full of surface-to-air missiles (SAMs) and heavy radar coverage. For high speed, high level flights kick in the Supercruise to thrust up to 100%.

Right, enough of this introductory talk. It's time to get into combat. Through the main option screen you can select the theatre of conflict. The three warzones are all hot spots for the US in the next 20 years and you're in the thick of it. Choose from the Middle East, the Pacific Solomos Islands (a USA colony rich in oil deposits but under threat from enemy naval attack and invasion), and the Big One – conventional war in Central Europe.

Once a warzone is selected you find yourself in Mission Control. From here you can select

While I, like Robin, am a great fan of military aircraft, until now I'd never been hooked on a sim. *F-16 Combat Pilot* had the depth, but its realistic toughness could be irritating while *Falcon* still lacks any real depth of scenario even with the Mission Disk. First impressions of *F-29* are set by a great rock track and some utterly mouth-watering graphics. To plane buffs like me the futuristic aircraft are exciting, while to others the hi-tech displays and superlative performance are a great jump over the ancient F-16.

For the first few hours you just whiz around admiring the graphics at 'idiot' level: the massive aircraft, the amazing battlefields with battalions of tanks skirmishing, and the superbly contoured islands. Ocean have provided the easy accessibility of *Interceptor* with state-of-the-art graphics and an amazing depth of play. It's going to be a lot of late nights with this one, I'm afraid!





▲ Swooping low over your airfield with the radar showing two bogeys coming in from the east.



In the good few years that I've been into flight simulations I've seen quite a bit of bad but more often than not quite a bit of good. *Interceptor* on the Amiga was good and so too was the classic *Project Stealth Fighter* on the 64. Up until today the latter title was my all time favourite; now *F-29 Retaliator* is the way forward. When you take the superlative flight handling and realism of *Falcon* and couple it with the outstanding mission depth of *F-16 Combat Pilot* you suddenly find yourself with what I must regard as the best flight simulation I have *ever* seen (and there's nothing on the visible horizon that looks set to come close).

The realism of flight is extremely fluent and convincing (made all the more exciting considering the current lack of ATFs to compare it with). Then there's the graphic quality which inches the whole flight simulation field ever nearer to those multi-million pound Rediffusion full-blown flight sims. Throw in infinite depth, with a mind-blowing number of missions, four totally different warzones, masses of enemies to fight, and first class presentation at every point in the game and you have a program that is everything I could possibly have hoped for in a flight simulation. It's not a simulation, it's an experience

LIATOR

the type of plane you want to fly, the base you want to start the tour of duty from, the armament and finally the mission to undertake. The ten Arizona Test Missions were merely the beginning because now you've got an enemy going all out to conquer, and ready to fire back at you with extreme prejudice!

Like real life you can't tackle a mission that theoretically occured towards the end of the war, after all you've only just started! Only by completing missions and surviving the air war do more missions come to light (in the form of War Updates). For instance, in the Pacific warzone the first few missions aren't too demanding at all (down a few MiGs, hit a small enemy oil depot, and so on) but with time the war situation changes, new War Updates appear, and ever harder different missions crop up (ranging from crippling a Super Tanker to defending the New Jersey from all out attack, or even taking on an Aircraft Carrier!).



Ocean have always been known for their fun, arcade-style games and apart from *Top Gun* haven't come within F-29 range of a flight sim. Since I'm normally bored stiff by flight sims that hasn't bothered me, but now they have and . . . it's great. Like *Interceptor* a few years back, *F-29*'s got the incredible graphics, presentation, and 'idiot/arcade' skill levels to get absolute beginners involved. The 3-D effect is extremely attractive and unbelievably fast (embarrassingly so when it comes to flying the plane). The plane alone boasts a very large number of polygons, plus highly convincing shading as well.

Fly around the warzones on a sight-seeing trip and you may well spot tanks engaged in fierce combat, SAM sites moments before they fire at you (gulp!), and cooling towers with nuclear reactors nearby to bomb (double gulp!). The islands in the Pacific scenario are wonderful to see, with sandy beaches and shallows all around – I haven't played many flight sims in my time but this is undoubtedly the best looking one I've seen.

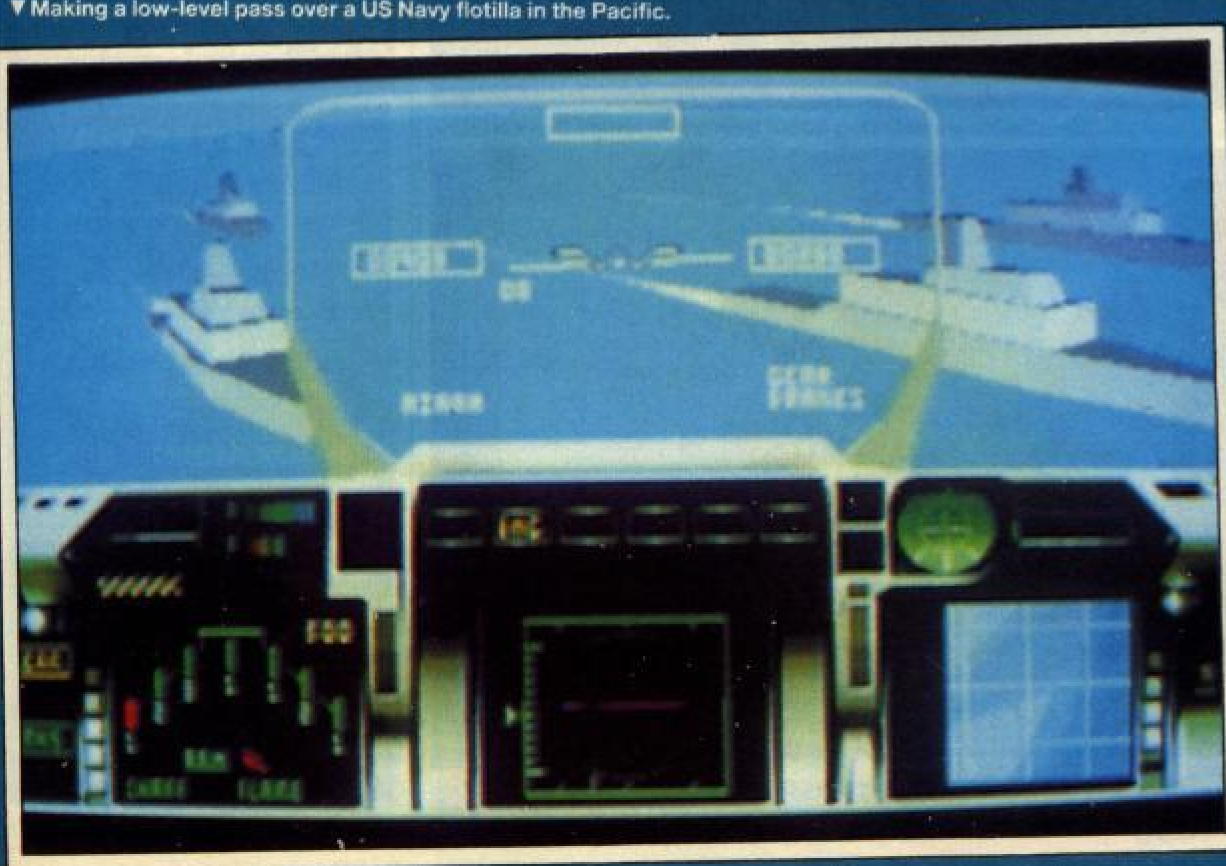
In fact, I've had such great fun in the arcade option, where I don't have to bother with the engines, landing, radars etc, that I may well start on the serious stuff. Biggles Hogg, here I come!

64

There are no plans for a C64 version.

update

▼ Making a low-level pass over a US Navy flotilla in the Pacific.



PRESENTATION 92%
While the manual isn't anything like MicroProse 'War and Peace' efforts it is still very informative and matched by the a wealth of options and peripheral screens.

GRAPHICS 96%
Beautifully detailed, fast moving polygon graphics together with immensely varied ground detail.

SOUND 94%
Great rock track, plus amazing sound FX from gunshots to the groan of the pilot during high-G turns!

HOOKABILITY 94%
Flight sim enthusiasts will go for it instantly, while novices will be tempted by the oustanding graphics.

LASTABILITY 98%
Complete a scenario on the lowest of skill levels and you've still got a long way to go before tiring of this beauty.

OVERALL 97%

Ocean's first flight sim is the best out, and an incredibly fun game!

ZZAP! TEST

DRAGON Spirit

Tengen, C64 £9.99 cassette, £12.99 disk; Amiga £19.99.

The Princess Alicia has been kidnapped by the evil serpent demon Zawell (Extremely Original Plots Inc). In a massive coincidence, you just happen to be transformed into a fire-breathing dragon so you can rescue her!

Spewing fireballs from your three heads, you fly through eight vertically scrolling levels. As you fire you simultaneously drop bombs, killing enemies on the ground and breaking open magic eggs which hatch bonus firepower icons (including extra head, shields, and longer range fireballs and bombs). This all seems easy enough but colliding with airborne enemies or bullets soon causes you to lose your head, or at least one of them! Two hits and you'll be quickly falling to earth – you'll also lose all extra weapons and heads.

Each of the multiloaded eight levels is infested with many hostile creatures, some airborne (mainly formation-flying birds) and some on the ground which can't be hit but fire loads of bullets. There are also wombat squirrel thingies with beaks which start off on the ground, then launch themselves into the air. Plus, of course, the inevitable huge end-of-level nasties which include an even bigger fire-breathing dragon, giant spider, and huge, carnivorous pot plant – obviously a remnant from Day Of The Triffids!



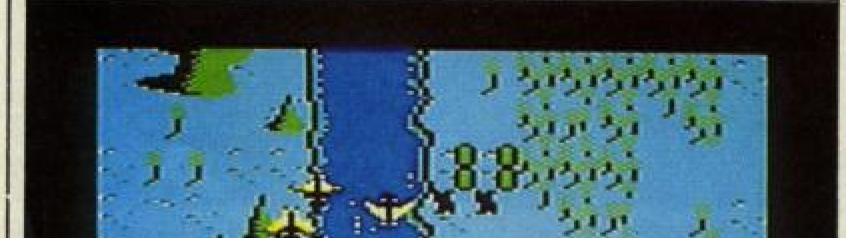
Oh no, it's yet another vertically scrolling shoot-'em-up. Okay, so instead of a spaceship, you control a dragon, but essentially the gameplay's much like dozens of other games with very little originality. Worse still, the C64 graphics are some of the tackiest I've ever seen; mostly monochromatic, badly defined, with almost invisible enemy bullets to try and avoid. You can be flying along thinking you're getting somewhere at last when suddenly the picture freezes – this symbolises your death by an invisible bullet, the dragon isn't even shown dying! Although this problem is rectified on the Amiga, the large end-of-level creatures die in a similar way – no satisfying explosions whatsoever. Still, despite being a bit slow, at least the Amiga game is fairly playable and a decent conversion of the mediocre coin-op.



▲ Three heads are definitely better than one in Amiga *Dragon Spirit*!



The basic idea of a fire-breathing dragon as a shoot-'em-up hero seems novel enough, but on level one at least any other imaginative touches are sadly absent. Levels two and three are more interesting graphically, but playability is still rather repetitive. Yet while fans of the coin-op should be happy with the Amiga game, it's hard to imagine anyone who'll enjoy splashing out a tenner on the C64 game. Not only is this version lousy to look at, but it's awful to play. The dragon takes up half of the screen, vertically, while the enemies are numerous and spit out lots of hard-to-see bullets.



▲ Some of the more visible bullets in the C64 game.

64

PRESENTATION 30%
Multiload levels on side B easy to use, but dying five seconds into a new level is still very irritating.

GRAPHICS 26%
The bullets are hard to see, backgrounds are poor and the end-of-level monsters are bad (level 2's sees the return of UDGs).

SOUND 30%
Poor intro tune and very basic FX.

HOOKABILITY 26%
Being massacred by lots of semi-visible bullets is very discouraging.

LASTABILITY 22%
Very high – for masochists who have an aversion to any variety in their pain.

OVERALL 24%
Oh dear!

amiga

PRESENTATION 52%
Standard Tengen packaging, banal loading screen and intro tune.

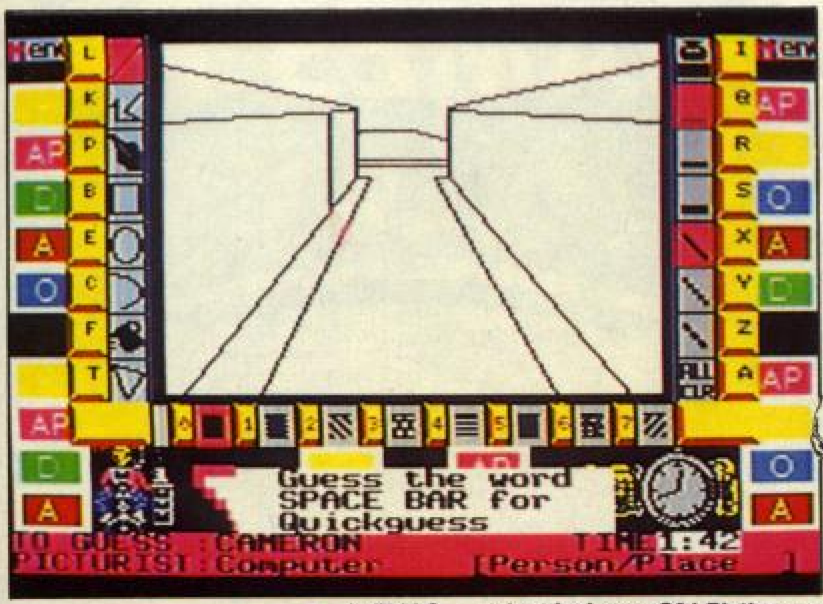
GRAPHICS 72%
Very close to the arcade original with some good end-of-level monsters.

SOUND 63%
Some nice spot FX.

HOOKABILITY 65%
Very tough and rather sluggish, but still quite playable.

LASTABILITY 72%
Eight levels of improving graphic appeal provide a good long term challenge.

OVERALL 70%
A good conversion of an uninspiring coin-op.



▲ Ehhh? . . . a tough clue on C64 *Pictionary*.



Domark, C64 £14.99 cassette, £19.99 disk; Amiga £24.99

P*ictionary* is a sort of charades using drawings instead of mimes. Two to four teams can compete, each member drawing a picture of a given word which his team-mates try to identify within a time limit. Get it right and you advance around the board; finish first to win.

The in-built art utility allows lines, curves, circles etc to be drawn quickly. Alternatively, the computer can do all the drawing with individual competitors guessing the words.



This is more fun with teams – the computer drawings are usually far too easy to guess. Using the in-built drawing utility is fun, especially when you've only a minute to draw something obscure like 'sheepskin rug'! And although computer *Pictionary* hasn't really improved on the board game, it's still a good laugh.



This is one of those tiny minority of board games that actually benefits from being on a computer. The draw functions add an element to the game pen and paper obviously can't rival. Nevertheless to get the most enjoyment you'll need other people to play with.

64

PRESENTATION 66%
Same as the Amiga apart from tape multiload.

GRAPHICS 62%
Some of the drawing functions are slow.

SOUND 8%
Banal intro tune and FX.

HOOKABILITY 70%
Very enjoyable.

LASTABILITY 62%
Slow draw mode requires patience.

OVERALL 68%
Good family fun.

amiga

PRESENTATION 68%
Glossy wordlist cards but poor instructions.

GRAPHICS 74%
Good drawing utility.

SOUND 12%
Pathetic intro tune and FX.

HOOKABILITY 80%
Fun to start with.

LASTABILITY 68%
Computer drawings soon start repeating.

OVERALL 75%
Lots of fun with friends.

powerdrift

Activision, Amiga £24.99



With its neat presentation *Power Drift* appears to be a good conversion. But as you get to harder, more graphically complex levels the graphics and gameplay start to get messy and confusing, spoiling the playability somewhat. Fans of the coin-op might appreciate the programmer's bravery, but others will wonder why he didn't keep it as graphically simple as the C64 game.

The 64 version rough-rode its way onto the cover of Issue 55 and zoomed away with a Sizzler for its troubles. Following up the rear we have the Miggy *Drift* written by *Super Hang On* programmer ZZKJ.

It plays much the same as the 64 version with a off-road buggy to drive, one of 12 rough-neck characters to choose from to drive it, and five courses to race around (each containing 5 circuits). In each race, you must finish in the top three to proceed to the next circuit.

Other than graphic and sonic differences Amiga *Power Drift* does boast some extras. The track you're about to race on spins into view, there's some speech here and there and, most useful of all, you get four continue-plays.



While *Power Drift* is technically very impressive with its extremely fast layered graphic effect, sometimes it's just too ambitious. Masses of (admittedly excellent) graphics are flung left or right at a considerable rate and occasionally you're left trying to follow a road that's disappeared in the collage of graphics hurtling toward you. This doesn't happen all the time, but when it does it's extremely disorientating.

▼ Technically impressive graphics, but the C64 version had better playability.



PRESENTATION 81%
Neat intro sequences, five continue-plays, plenty of options.

GRAPHICS 75%
Good roadside graphics and layered effect but too often it becomes messy.

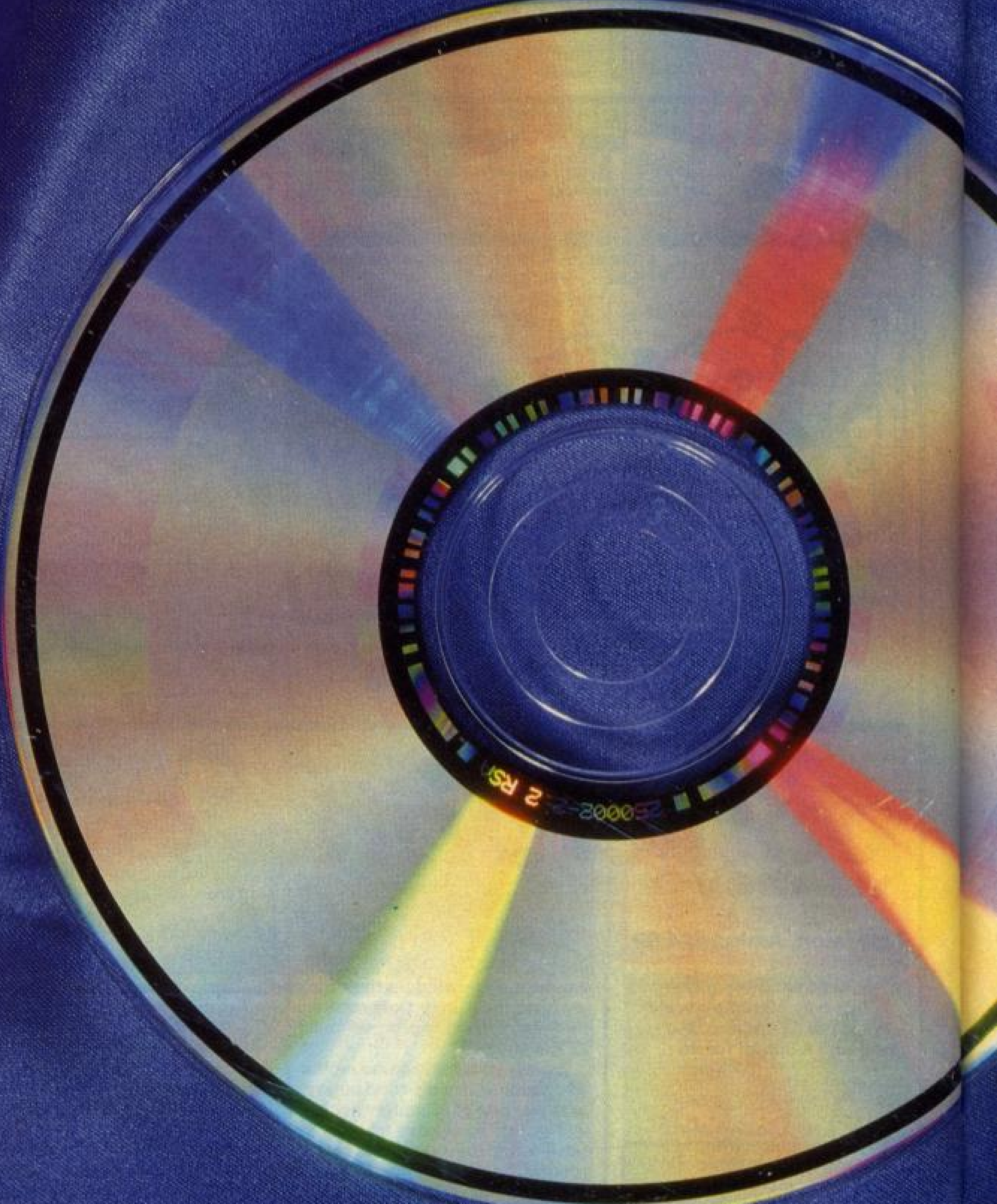
SOUND 70%
A number of above average pacy tunes and some clear speech.

HOOKABILITY 68%
The first few levels are playable enough . . .

LASTABILITY 62%
. . . But later levels are made even harder by confusing graphics.

OVERALL 65%
Nowhere near as playable as the C64 version.

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WICKED

Electric Dreams, C64 £9.99 cassette, £14.99 disk

As in the Amiga version (Issue 51, 92%) the plot is a surreal one. You've been turned into a flaming star by the Lord of Light and must conquer the twelve astrological signs (each containing three battles).

To win a battle you must help the orange good 'growth' to surround and kill enemy portals. This is achieved by shooting evil growth and by strategically planting spores which turn into good portals. To make this more difficult an evil guardian roams around the screen, reducing your energy on contact. In the middle of the screen is the sun or moon (good spores are only created during daytime) which opens to reveal a tarot card – collect the good ones (multiples, sunburst etc) and avoid the bad (increased evil growth, reduced time limit etc).





A novel and extremely playable Amiga shoot-'em-up has lost little of its appeal on the C64. The challenge of battling off the evil guardian, looking out for good and bad power-ups, while simultaneously conducting a mini-strategy game against the evil growth is superb. At less than half the price of the original it deserves serious consideration.



The graphics in 64 *Wicked* are a good representation of the original Amiga game's, the only error being the inconspicuous portals and spores; just small smashing squares which are very difficult to spot, especially in a moment of panic! However, the gameplay is everything it was on the Amiga: a highly addictive mixture of arcade action and strategy.

PRESENTATION 86%
Atmospheric intro sequence, spooky astrological map and lots more besides.

GRAPHICS 82%
Initially confusing, but there's some very good detail there if you get time to notice it.

SOUND 85%
Lots of excellent tunelets to signify various stages of the game, good spot FX.

HOOKABILITY 81%
Takes a while to get into, but soon becomes highly addictive.

LASTABILITY 80%
12 levels of increasing toughness.

OVERALL 82%
An original, and extremely playable arcade game.

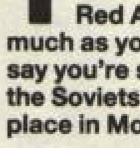
STRIDER

US Gold, C64 £9.99 cassette, £14.99 disk.

Your mission, Hiryu Strider, is to infiltrate the Russian Red Army and learn as much as you can. Needless to say you're soon in conflict will the Soviets. Level one takes place in Moscow with automated guns, troops and laser rooms to beat. Later levels including the icy wastelands of Siberia with robot gorillas, southern lowlands patrolled by Amazon women and lots more. Your only weapons are a flashing titanium sword and, when you pick it up, an orbiting droid.

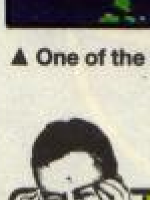


▲ One of the villains that hasn't been lost in the conversion.



Splashing awards for the Amiga game over the C64 packaging is, to say the least, misleading. Many companies do it, but with Amiga *Strider* winning so many this is a particularly bad example. The C64 game isn't awful, but it certainly isn't a Gold Medal winner either.

Graphics are quite attractive, while the great music has been faithfully recreated, but playability is poor. Despite twice as many lives, and half as many villains, the game is much tougher. The toughest baddie is undoubtedly the time limit, which is frustratingly tight. Avid arcade fans might find it barely acceptable, others probably won't.



C64 *Strider* lacks many of the Amiga game's villains. The spectacular confrontation at the end of level one is completely missing, while robot guns must now be dodged (rather than shot), your droid no longer fires bullets, and the time limits are frustratingly stricter. It's not even a case of 'it couldn't be done on the 64'– this is simply a mishmash of bits and pieces ported across from the 16-bit versions with no effort to make them into a playable game.

PRESENTATION 50%
Misleading packaging, awful cover art, and no inter-level scenario screens.

GRAPHICS 56%
Detailed but blandly coloured sprites, mediocre backgrounds.

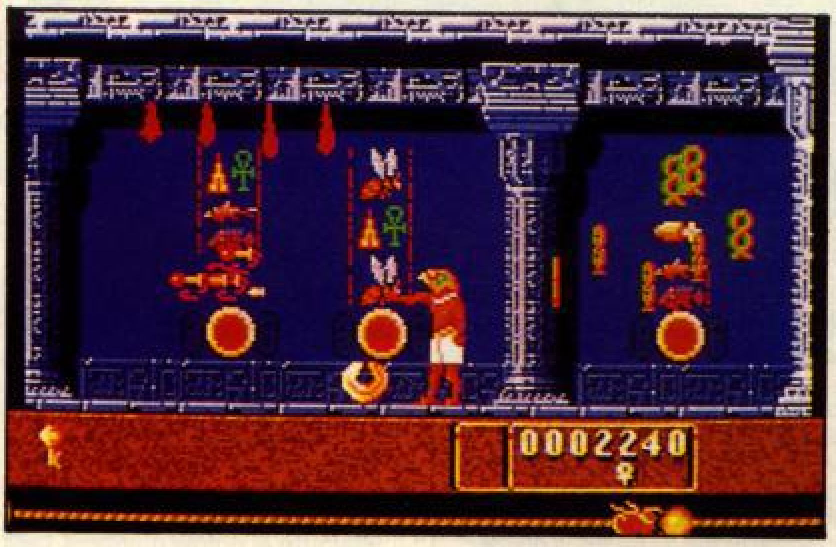
SOUND 63%
A rousing theme but poor FX.

HOOKABILITY 51%
High difficulty level does not make a good impression . . .

LASTABILITY 38%
. . . persistence gets you further, but it's not all that enjoyable.

OVERALL 42%
A pallid shadow of the real thing.





▲ Just one life left, but plenty of energy and the Collar of God gives invulnerability if collected.

Logotron, C64 £9.99 cassette, £14.99 disk; Amiga £24.99.

In times long past there was a paradise on Earth, a utopia populated by the gods and ruled over by Osiris. But not everyone was happy, indeed Osiris's brother, Set, was consumed with jealousy. One dark day Set persuaded Osiris to lie in a chest, then nailed it shut before throwing it into the river Nile.

Eventually the chest was discovered by Isis, Osiris's wife, who in comforting her dying husband became pregnant! While Osiris ascended to heaven, Isis gave birth to Horus, a hawk-headed god who can transform into a hawk for battle.

Horus's latest adventure takes place in pyramid. Set has torn the body of the Unknown King entombed there into seven pieces. Horus must find the pieces and take them to their proper resting place – this will give him the power to take on Set.

To do his fighting for him Set has brought to life many of the hieroglyphics in the pyramid to attack Horus if he gets too near them. Horus can walk about in human form, and can only use the lifts this way, but for battle the hawk form is best.

Some of the lifts are locked, requiring one of eight different coloured keys to open them. There are also nineteen amulets to find. These range from the Amulet of the Soul (a hawk which follows Horus, spitting bullets), to the Amulet of the Collar of God which temporarily frees a man's soul from his body (invincibility in normal shoot-'em-up terms!), and even an auto-map. Some of the amulets must be used at the right place and time to complete the game successfully.

While exploring the pyramid Horus must be careful not to bump into Set. The evil god can take the form of a deadly dragon, and the whole screen shakes when Horus gets near him.



There's very much an *Entombed* flavour about this Egyptian arcade adventure romp, although I personally enjoyed the Ultimate game a lot more. For the most part it's fairly standard gameplay spiced up with some extra weapons and features. But it doesn't look all that original – something that prevented me from getting into the game as much as Stu. Nevertheless both versions look very good indeed with backdrops of a very Egyptian style, plus some nice tunes here and there. The 64 game mirrors its 16-bit counterpart extremely well, so it's a pity its difficulty level is so hard.

▼ **Horus assumes hawk-form for some heavy shoot-'em-up action.** (C64)





Denton Designs are among the most imaginative programming teams, but after the innovative *Eco* they have reverted to the sort of arcade adventure popular years ago. Initially *Horus* seems way too hard and, because you keep dying, repetitive. But once you take the time to work out the attack waves, controls, and amulets it gets easier. The game structure is very clever – the toads which restore energy and lives mean that after you've just got as far as you think possible, you can explore a whole new area. Graphics are top-notch for both machines. The C64 game is especially impressive as there's no multiload, but it's also harder, making it less playable than the Amiga version.

64

PRESENTATION 74%
No multiload!

GRAPHICS 83%
Attractive backdrops and attack waves.

SOUND 67%
Informative spot FX and short death tune.

HOOKABILITY 69%
Very tough to begin with.

LASTABILITY 77%
It's a big challenge, but difficulty might discourage some.

OVERALL 75%
A well presented adventure/shoot-'em-up hybrid.

amiga

PRESENTATION 71%
Free poster, interesting but confusing scenario.

GRAPHICS 80%
Technically mediocre, but the atmosphere is great and the 50 attack waves are superbly detailed.

SOUND 70%
Inoffensive Egyptian tune with average FX.

HOOKABILITY 72%
Very confusing to start with, but clever game design keeps you playing.

LASTABILITY 82%
Exploring the large pyramid is a big challenge.

OVERALL 80%
An intriguing arcade-adventure.

TWIN WORLD



▲ Be careful to get all three dragon heads or they could come back to haunt you.

Ubi Soft, Amiga £24.99.

Once upon a time lived a peaceful and prosperous people. And they all lived happily ever after . . . or they would have done if a nasty magician, the Maldur, hadn't invaded their country with hordes of demons to slaughter them all! Except, that is, for the Ulopa who can now defeat the Maldur by finding the 23 pieces of a shattered magic amulet.

Each of the 23 levels is divided into two parts: above and below ground. Ulopa jumps around platforms, searching for the amulet fragment and then escaping within a time limit. Useful items to collect include jumping springs, parachutes, and magic stars to throw at enemies. Doors connect the two parts of each world, some requiring keys to unlock them.



The separate above/below ground sections and twin player option give this platform arcade adventure a spark of originality. The graphics are of the cute variety and some of the levels are very weird (especially the underwater ones with clams and sharks). With plenty of neat graphical touches and simple gameplay, programmers Blue Byte have made *Twinworld* a lot of fun.



It's a pity the main sprite is so uncharismatic because otherwise this is a very fine game. The need to plan your way around the levels adds that vital bit of tactical thinking. Working out how to complete the first four levels was really enjoyable, and 23 levels provide good variety. There's not much originality here, but lots of puzzling levels – albeit overpriced.

In two-player mode the second player takes over the underground exploration.

64

A C64 version is expected early in 1990.

update

PRESENTATION 70%
Neat two-player option and atmospheric intro music.

GRAPHICS 74%
Good variety of baddies and backgrounds

SOUND 82%
Some lovely, restrained in-game tunes.

HOOKABILITY 80%
Very playable, especially with two players.

LASTABILITY 84%
23 levels, bonus levels, and six different landscape-types.

OVERALL 78%

Initially primitive looking but surprisingly playable.

GHOSTBUSTERS 2

Activision, Amiga £24.99

After saving New York from being grabbed by the ghoulies the Ghostbusters were sued for making a hoax! Five years on, the Ghostbusters earn a living appearing on seedy TV shows. Dana Barrett now has a baby son Oscar, who is nearly killed by mysterious forces . . . The game comprises three key scenes from the film. In the first, Ray Stantz is lowered down a sewer air-shaft. At the bottom there's some slime of which he needs a sample. By swinging left/right you must guide Ray down to the bottom, collecting weapons and parts of the slime scoop on the way. Ghosts attack Ray reducing his courage and ghoulish hands scratch at the cable, weakening and eventually snapping it.

In the second scene, the Statue of Liberty has been bought to life. As it walks down Broadway, you must protect it from ghosts by controlling a shooting fireball. Getting hit by ghosts reduces the Statue's slime – replenished by sending people out to collect the blobs of slime dropped when ghosts die (?!).

The third and final section takes place in the isometric 3-D Museum of Art where, after abseiling in from the roof, you must rescue Oscar and destroy Vigo the Carpathian (the baddie).





Although sound is okay with two sampled tunes and a nice rendition of Auld Lang Syne, the graphics are mostly only adequate. Each of the sections is playable enough in a simple way, but even with the inter-level sequences they don't really gel into one good game. Perhaps a couple more sections would have made a difference, but as it is this is poor value for money.



Ghostbusters 2 isn't great, but level one is an attractive, if easy introduction to the game. Level two is an unusual and tough shoot-'em-up which is good fun – especially with someone to control the vital, energy-gathering men. It's a pity level three is disappointing, but nevertheless there's an oddball feel to all the graphics which match the film well. Sonics are also good, and overall this deserves consideration by fans.

64

Look out for the C64 review in our next issue.

update

PRESENTATION 73%
Inter-level digitised pictures.

GRAPHICS 75%
Atmospheric although lacking detail in places.

SOUND 80%
Good sampled tunes and nice FX.

HOOKABILITY 66%
Fairly easy opening level, but disk access can be irritating.

LASTABILITY 55%
Disappointing level three is scant reward for fighting through tough level two.

OVERALL 60%

16-bit presentation for a very 8-bit game.

Turbo Out Run

A

US Gold, Amiga £19.99

Last month the Commodore 64 saw a Ferrari F-40 burn its way across the States to reach the Gold Medal finishing post. Now, with a roar, the F-40 burns out of the garage with a 16-bit engine under the bonnet. Destination: the open road!

It's the Cannonball Run revisited as *Turbo Out Run* sees you participate in one loooonnnng race across the States from New York to Los Angeles. You're in your flashy open top F-40 with a beautiful blonde for company when some upstart dude in a pathetic Porsche 959 (spit!) challenges you to a race just for the hell of it. It's time to show these inferior car owners what *real* horsepower is – after all that's what the F-40 is here for isn't it?

***Turbo* comprises 16 stages, taking you and your lady through nearly every type of terrain you could imagine: snowy roads, sand blasted tracks, car congested city freeways – in fact *anything* which is officially classed as tarmac!**

There are barrels in the road, barricades to break through, sandstorms, snowstorms, Sunday drivers to burn up, and cops to outrun with the Turbo temporarily accelerating you to rocket speeds.

Every fourth stage you get to improve the car's internals with a better engine, up-rated Turbo, or hi-grip tyres ('tires' for this game). Beat the timer for each stage and you may well win the day, but more importantly beat that poncy Porsche and you may get to keep your fickle girlfriend (until Richard Noble roars past in Thrust II!).



▲ Teed off with his girlfriend's nagging, our hero decides to go back to New York.



Turbo Out Run on the Amiga is as fast as anyone could want, with some excellent and highly atmospheric graphics throughout. Cars mill around and bump you with a bit more leniency than the C64 game, but the police cars are much tougher, really ganging up on you. This, combined with stricter time limits makes for a much tougher game than the 8-bit version. To compensate there's some lovely sound FX, such as the wail of police sirens and the Porsche beeping its horn as it overtakes. While Amiga *Out Run* lacks the awesome 'my computer can't do that' technical achievement of the C64 one, it's still a top-notch conversion and very close to the coin-op. Great to look at and play, Amiga *Turbo* is a first class racer.



This is nowhere near as technically impressive as the 64 version. The graphics aren't as appealling and the 3-D scrolling a bit jerky. Sound is good, with a nice tune and some nice effects, though not really amazing for the Amiga . Still, it's playability that counts, and this is where *Turbo* scores highest. The game is a lot tougher than on the 64, sometimes frustratingly so, but all the compulsive racing action from the coin-op is well implemented and certainly fast enough. In short, *Turbo* is a neat conversion, but not quite a brilliant one.

▼ Burning out your engine in night-time Chicago!



PRESENTATION 81%
Attractive and humorous inter-level screens where you customise you car.

GRAPHICS 85%
A very close conversion of the arcade.

SOUND 73%
Some great FX, but the main tune is a bit muffled.

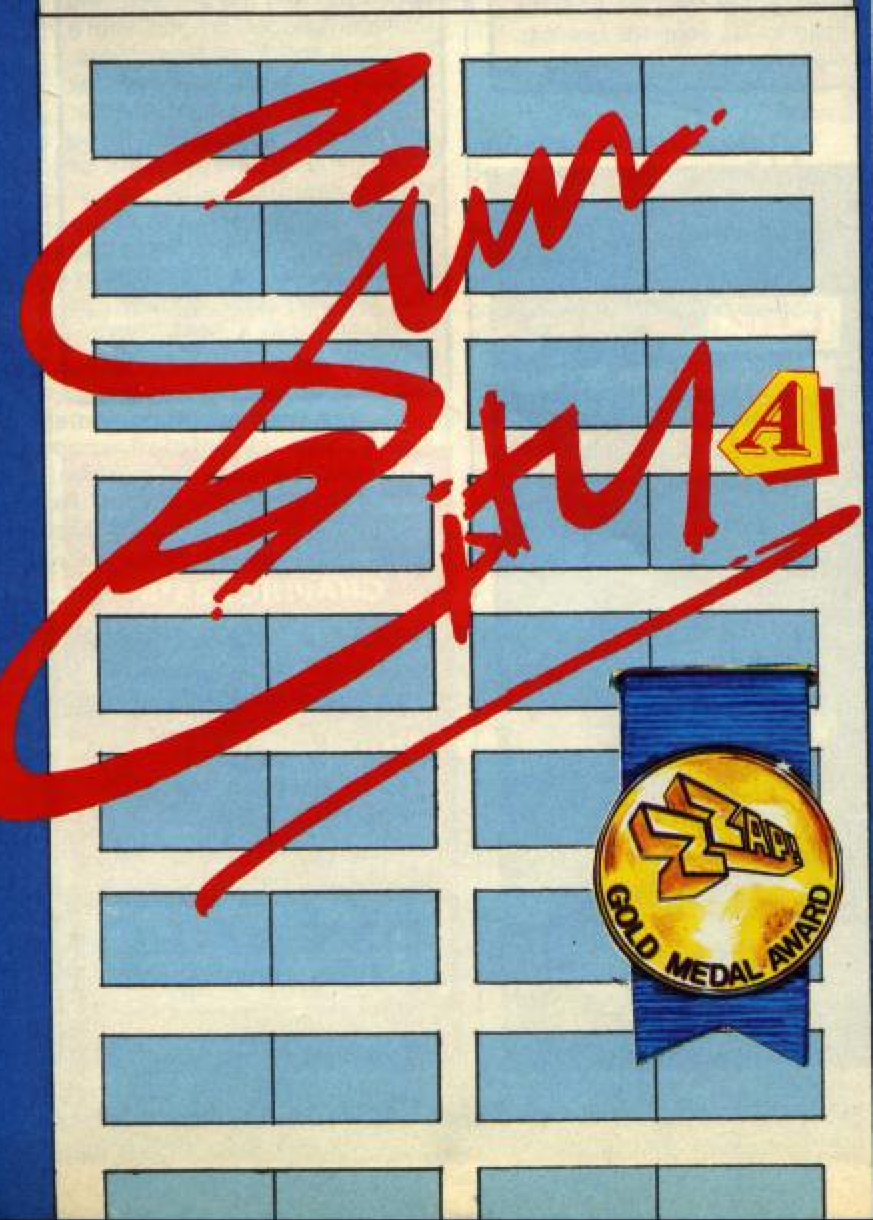
HOOKABILITY 80%
Immediately, and compulsively playable.

LASTABILITY 78%
A tough game, which will take time to master.

OVERALL 80%
Another extremely playable US Gold coin-op conversion.







Infogrames, Amiga £29.99

Urban planning was never so much fun!

Is your town as dull and boring as Ludlow? Or is it as polluted and overcrowded as London? What idiot plans these nightmares?

If you think you can do better, *SimCity* offers the opportunity of being Mayor. Starting off on easy level you've got $10,000 to set up your town. Your overhead view of a section of a 100 square miles landscape can be scrolled about by mouse. Once you've chosen where to site your city you can click on icons on the right to build and zone.

Zoning is one of the most important planning devices. It basically means cities are split into residential, commercial and industrial zones. This prevents houses being built on the same sites as factories. In the game you can't actually build homes, factories or shops, just establish the zones where other people can build them, if they want. To encourage people to do this you must provide power by building a power station, either coal – which pollutes – or nuclear – more powerful and cleaner, but has a slight risk of nuclear meltdown!

To link zones to the station you have to build powerlines. Use the mouse to place sections individually, or hold down the left button to draw your connections with them. You must also build a transport network with roads (cheap to build and maintain) and rail (no traffic jams, but expensive). As your city expands crime will increase, as will the risk of fires, requiring police and fire stations. If you're near water you might want to build a seaport to increase industrial growth, or you could even cough up for an airport to improve commercial growth.

Both building and zoning cost money which must be raised by taxes once your initial money runs out. Tax rates from 0% to 7% encourage people to move into your city, but don't raise that much money. Tax rates above 9% encourage people to leave the city. Besides funding new activities, you must also fund fire and police stations ($100 per station per year) and roads ($1 per section of road per year). You don't have to give these services what they ask for, but if you don't services deteriorate.

High tax rates aren't the only things to cause residents to leave however: high crime rates, pollution (caused by too much industry packed together), traffic jams and so on, are bad for city growth. Thankfully maps and charts can be called up to show all these factors with invaluable detail and clarity.

There are 21 types of commercial areas, 20 residential, and 9 industrial, ranging from slums to top class, fast growing areas. If you manage to keep your city growing despite pollution and so on, you might still be defeated by such disasters as earthquakes, fires, flooding, plane crashes, tornados and even rampaging monsters! These occur at random, coming more frequently on higher skill levels. Sadists can choose to inflict them on their cities if they want.

There are also eight scenarios which can be loaded from disk. These range from Dullsville (transform a boring town into a megalopolis) to Rio De Janeiro (rebuild a massive city recovering from a flood). Scenarios have tight time limits to add to the excitement.

I never thought I'd ever design my own cities, though seeing how disastrous some of them turned out in *SimCity*, it's just as well I'm not a real-life town planner! And although managing the enormous scenario cities is fun, the game really comes into its own when you build up your own town from nothing. The simple idea of placing the various units gives birth to all sorts of complex, very real problems as your town evolves. The perfect city seems like an impossible dream as you inevitably make compromises between various factors, including your budget, to please the public. Hours, days, weeks, months, years. . . . of fun can be had experimenting with different town layouts – and just when you think you've got it right a major earthquake reduces your ideal town to rubble!

SimCity is fascinating, educational, and totally compulsive – if Ed hadn't locked away the disk, this issue of ZZAP! would never have been finished!





▲ An airliner takes off to head south-east towards a power station.



▲ After the earthquakes – fire and Godzilla! The scaly monster comes ashore to wreck the docks and yellow-edged industrial zones.



This must be one of the most beguiling games ever written. A subject more boring than urban planning is hard to imagine, but is here turned into something utterly compelling. Seeing the green residential squares fill up with tiny little houses, and the first cars trundling along the roads . . . words cannot describe the feeling of satisfaction as your city grows ever larger. But the game is much more than *Little Computer People Go To Town* – while instantly playable there's a 50-page instruction manual packed with information. Planning cities so land values increase, traffic congestion is minimized and so on is intriguing. And the feeling of success when you build your first airport is terrific!

64

The C64 version (unsurprisingly disk only) should be out in December, priced £19.99.

update



I'm wasting valuable time here writing this comment when it could be put to much better use playing *SimCity*. This game is addictive to a perilously unhealthy degree, deadlines suffering immensely because of it. Like *Populous* there's an immense feeling of satisfaction to be gained from building up a city and watching it prosper. Once the foundations of a city are laid it becomes less of a game and more of a personal quest to see it succeed – it's brilliant to just sit back and watch life go on around the city. But things soon go very wrong if you don't keep juggling the need to save money (for a disaster fund), building roads and suchlike to maintain growth, while ensuring taxes don't drive people away.

SimCity is great fun and thought provoking too. Now if you'll excuse me I've got to sort out the 'small' problem of an uncontrollable fire at one of my nuclear reactors and no fire department to speak of – ah well, nice knowing you SimCitizens!

PRESENTATION 96%
Excellent save/load facilities, informative instruction manual, lots of options, plus a print city option and three speed settings.

GRAPHICS 85%
All the objects are fairly simple on their own, but combined the effect is very impressive indeed.

SOUND 57%
Adequate spot FX liven things up nicely.

HOOKABILITY 97%
Started playing 3pm, finished 11pm, read the instructions the next day – *incredibly* addictive!

LASTABILITY 96%
Eight scenarios, three skill levels plus an infinite variety of landscapes.

OVERALL 96%

An utterly compelling game no Amiga owner should miss!

The PREVIEWS

Brought to you by the mystery Pontypool hooker

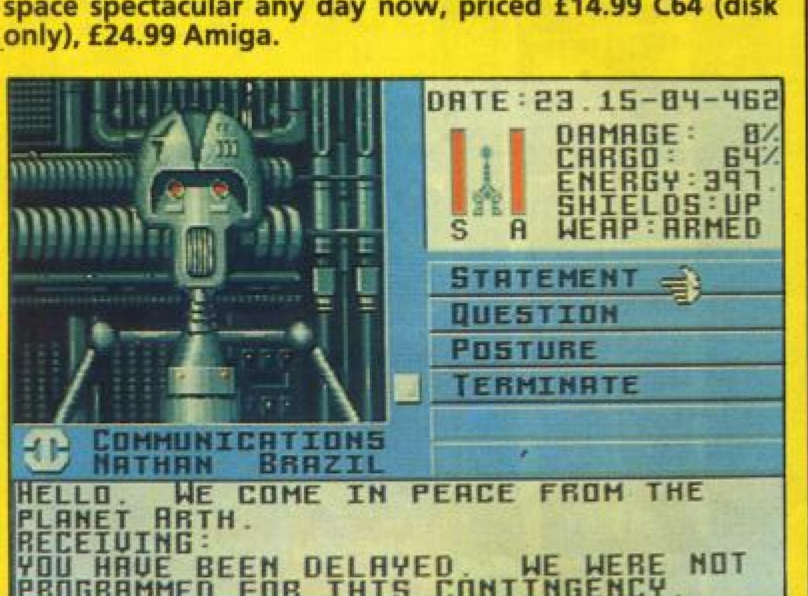
ELECTRONIC ARTS

STARFLIGHT

The mega-game that never was, EA's space-venturing RPG *StarFlight* has been around on the PC for a good few years. Now it's having a new lease of life breathed into it this month with the release of the C64 and Amiga conversions.

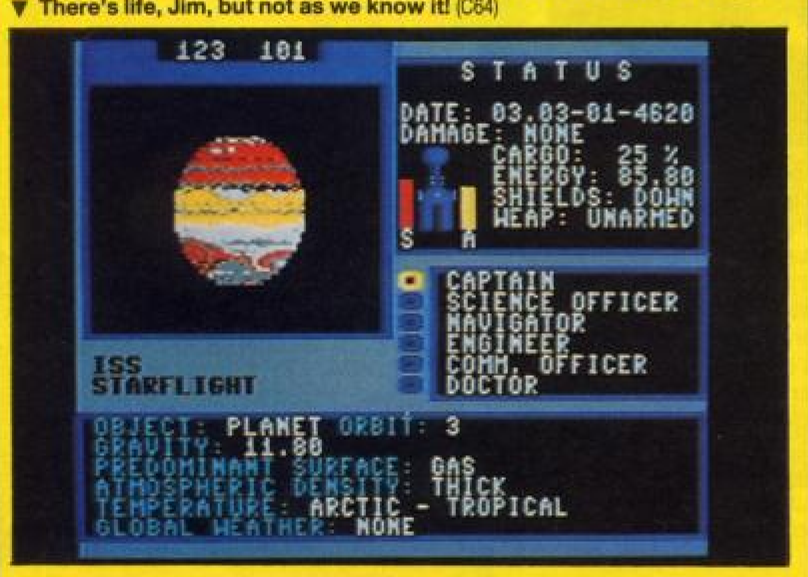
A space opera on a grand scale, *Starflight* could well challenge *FOFT* and *Elite* for the top space exploration game award. Select 6 crew members from 5 alien races to control your ship and then take off for the stars. There's 270 star systems and 800 orbiting planets (with differing atmospheric conditions) all just begging to be explored, at the party's own risk of course!

A ship wouldn't be a ship without some weaponry and there's more than enough missiles, lasers etc on board your ship (and the others!). Best have a word with an alien race before blasting if you want to get anywhere in *Starflight*, it makes all the difference! Look out for this space spectacular any day now, priced £14.99 C64 (disk only), £24.99 Amiga.



▲ Engaging in polite conversation with a robot, in EA's *Starflight*. (Amiga)

▼ There's life, Jim, but not as we know it! (C64)





▲ Spidey and Captain America get computerised again!



▲ Empire's *Dr Doom's Revenge* has a robot zapping Spidey!



▲ Based on a very successful Gallic boardgame, Infogrames' *Full Metal Planete*. (Amiga)

HEWSON

NEBULUS 2

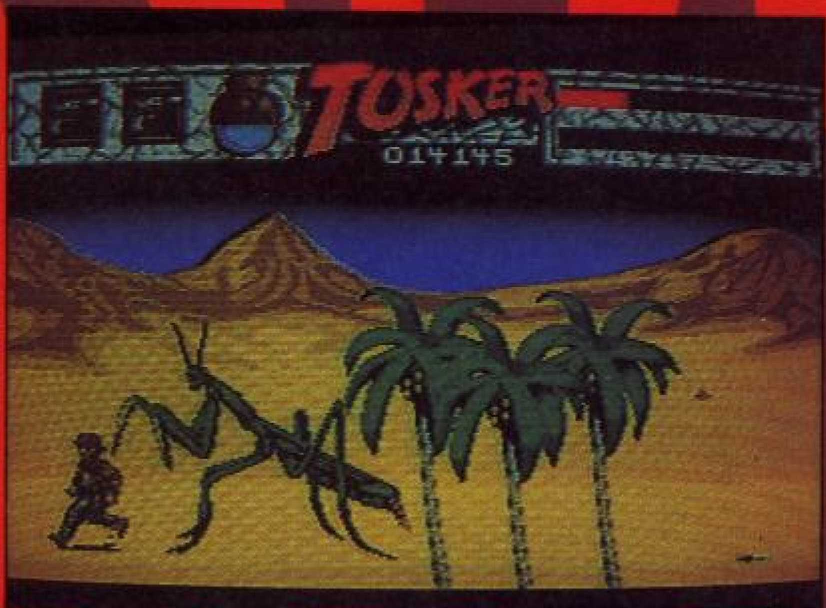
Hewson's tower-toppling Gold Medal returns! German Infernal Byte Systems are hard at work on the sequel to the cult upward spiralling platform leap-about, planned for a May release on the Amiga first and a conversion to the 64 at a later date.

John Phillips, the author of the original Nebulus, has been working with Infernal on the game and it promises 16 more brain bending towers of Nor for Pogo to demolish. This time there's doors leading in all sorts of multiple directions, ropes to swing on, and teleports for doing the obvious. Pogo now has a nifty helicopter with extra weapons as well for dealing with the nasties of Nor.

There are plans for horizontal levels as well which could be well wierd but as it's only 2 months or so into development there's not a lot to it yet. Pogo returns! Long live Pogo!!



▲ Pogo returns to the land of Nor in Hewson's eagerly awaited *Nebulus 2.* (Amiga)



▲ Being preyed upon by a giant Mantis in *Tusker.* (Amiga)



▲ Amiga *Untouchables*, being slaughtered in the alley shoot-out.



▲ A break away from the *Ultima* series from Origin – *Knights Of Legend.* (C64)



▲ One of those chests it might have been best *not* to open. *Bushido* (C64)

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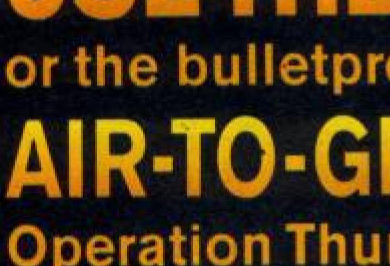
The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands...

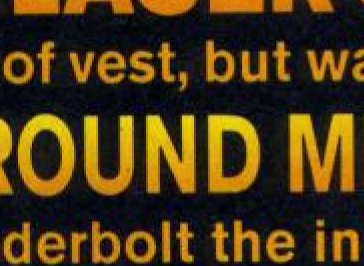
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